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Subject: Re: Scripts Release Soon

Posted by [Oblivion165](#) on Tue, 27 Nov 2007 15:37:44 GMT

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Theres always Oblivion's kick ass time machine script.

Oblivion165 wrote on Sun, 15 July 2007 00:08I always wanted to make a time travel script. One that records everything that has health to 10 slots.

Every minute it takes a snapshot of all the health/buildings/XYZ and put it in a slot of 10.

Slot1: 1:00 minutes in

Slot2: 2:00 minutes in

...

Slot10: 10:00 minutes in

Then when it goes past 10 minutes in it goes back to slot 1:

Slot1: 11:00 minutes in

Then when a time beacon is triggered it will got back 5 minutes or something and everything will be warped back to that slot's state.

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