Subject: Re: Scripts Release Soon
Posted by Jerad2142 on Wed, 28 Nov 2007 05:41:20 GMT

cAmpa wrote on Tue, 27 November 2007 14:19I need 2 scripts, one that checks if a gameobject is inside a Building, 2nd should check if the obj is in base.
Scripts zones?
BlueThen wrote on Tue, 27 November 2007 15:29Something like "TFX_Spawn_When_Killed", but XYZ coordinates in relation to the object that was killed.

I've been wanting that for some time now.
Do you mean the object is created in the exact same position?