Subject: Re: Scripts Release Soon
Posted by BlueThen on Wed, 28 Nov 2007 21:00:55 GMT

Jerad Gray wrote on Tue, 27 November 2007 23:41
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?

No, when I mentioned XYZ coordinates, I wanted the options to set that in relation to the object. In TFX_Spawn_When_Killed, I can only edit where the object spawns Z Axis-wise