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Subject: Re: Script Request

Posted by [Mad Ivan](#) on Sat, 02 Feb 2008 19:04:01 GMT

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Thank you, Zack and Reborn!

I will see if i can find someone to test it out on LAN tomorrow and see the results but if something turns out wrong (which i doubt) I'll post here. Unfortunately my C++ knowledge is limited to operating with doubles/floats, integers, loops, matrices and strings ("High-School C++" so to say + some VERY limited ASM) as well as vague Structures, Classes and functions knowledge, so making my own scripts or figuring out bugs is currently out of the question (unless i can find some time and someone to tutor me the "advanced" stuff as well as how to actually make my own scripts or do anything programming-related to Renegade).

Reborn, since you noted, will this work if it's client-side only?

Also, Zack, do you mind if I use this in C&C Reborn maps?

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