Subject: Re: Spawning Objects Ingame
Posted by reborn on Sun, 28 Dec 2008 19:17:15 GMT
View Forum Message <> Reply to Message

Altzan wrote on Sun, 28 December 2008 13:38
Thanks for the reply. I would like to mention that I don't expect this to go any farther than a couple people on LAN, if that. Since this won't be a 'server', I wouldn't know how to use codes in this. I'm not really sure what you are trying to say in your second paragraph.

If any of you remember BlueThen's Virtual Legos PKG, this is preyy much my version of that, inspired by him.

You need pay no attention to the second paragraph if it's only for a few people in LAN.
You could however still create scripts and add code, just set the server up as a FDS and run it in LAN mode instead of WOL.