Subject: Re: Message script bug?
Posted by mrÃ£Ã§Å·z on Tue, 20 Jan 2009 21:42:43 GMT

You can attach the code to every Object, Building, Vehicle or whatever and im gonna post another version with the "Building Repaired" Function tomorrow, its late g2g sleep now lol. The good thing is you need just to Replace the old Scripts.dll in your Renegade/data folder without reediting your Map because it will update and existing Code