
Subject: Scripting Arguments!

Posted by [T0tNi](#) on Tue, 02 Feb 2010 01:38:21 GMT

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Attach_Script_Once(Get_GameObj(pID), "JFW_Health_Regen", "01.00,4,3")

Just wondering, what the "01.00,4" are for. I'm trying to make the regeneration last for a "specific" amount of time then expire. :P9
