
Subject: Re: Question...

Posted by [robbyke](#) on Thu, 19 Apr 2012 00:55:22 GMT

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Whitedragon wrote on Wed, 18 April 2012 21:56 Look closely at that Attach_Script_Once. Also for what you're doing it seems like it would be easier to place the zone in leveledit and use the modified map file or record its dimensions and spawn it on level load. Don't see why you'd use the beacon thing for this.

oh wow how dumb

im not doing trough leveledit because this way i can adjust how the zone works and how big it is alot better.

and i know shit about leveledit and map making so i do everything trough scripting
