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Subject: Re: AirStrike ported to 4.0  
Posted by [Ethenal](#) on Wed, 18 Jul 2012 04:32:17 GMT  
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robbyke wrote on Tue, 17 July 2012 21:58dont even get why you guys are falling over something like a function name.....

he didnt make a plugin about it so why even bother to talk about that....

dont like the rename copy the code name it back wow

i ported over the same code and tbh that airstrike thing takes more than just that code in the original post was even noted that that code wasnt 100% and the txt files needed were bugged

gratz guys you just chased of someone that did dirty work for you.....

am i glad i only come to ask help and not post my code (which i actually can)  
Do you know why all the JFW scripts are named as such?

Because he made them

You can get upset and say I'm being a jackass, I DID say that this is indeed a good script and hopefully somebody will find a use for it (because to simulate an airstrike in Renegade is not very easy), I'm just pointing out that the only lines of code changed from the original is literally the change of name. Forgive me for pointing that out.

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