Subject: Scripts.dll help
Posted by gibberish on Wed, 23 Jun 2004 20:07:13 GMT

View Forum Message <> Reply to Message

Phoenix - AeonFuck, from the looks of things it's not hard to run the kill either, it's the player locate coding that takes up lines.

Its still a significant project it will probably take a newbie at least a couple of days of work to put it all together.

But after doing it you will have a good grasp of scripts.dll programming.