Subject: Script to work in LE
Posted by Kamuix on Wed, 05 Oct 2005 21:17:49 GMT
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How does the script JFW_Change_Model_health Work. When i set the model from inside a preset setting, It just crashes. And when i set the model to the specific W3D file, It just does'nt change the model ingame. Is there a way to get this script to work?