Subject: M0X Maps Scripts
Posted by mrÃ£Ã§Ä·z on Sun, 09 Mar 2008 16:15:26 GMT
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Is there a Source of the M0X Scripts? because i need them

where can i download them? or isnt there a Public source for them?

Subject: Re: M0X Maps Scripts
Posted by IronWarrior on Mon, 10 Mar 2008 01:21:43 GMT
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You mean the default Renegade scripts, if so, nope, they wasn't released, wish they was... had alot of plans for them.

Subject: Re: M0X Maps Scripts
Posted by jnz on Mon, 10 Mar 2008 02:09:39 GMT
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You can replicate them, what was it you were trying to do?

Subject: Re: M0X Maps Scripts
Posted by mrÃ£Ã§Ä·z on Mon, 10 Mar 2008 11:33:01 GMT
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i wanted o recompile them, with a "A" infont of the name, then i dont

need to Scroll down o search the Scripts!

Subject: Re: M0X Maps Scripts
Posted by Veyrdite on Sun, 16 Mar 2008 01:07:20 GMT
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Lol clever.
LE needs to be remade when it comes to scripts.
I hope someone implements script duplication (so you don't have to pick it in the list several times for slightly different options.), then ability to re-arrange the scripts so they execute in a different order if you have more than 1 attached to a single object and several lists when you choose a script, that are sorted into categories.

Subject: Re: M0X Maps Scripts
Posted by Jerad2142 on Sun, 16 Mar 2008 06:11:48 GMT
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sighs all you need to do is click drop down and then type m0x. That will take you straight to the M0X scripts without any scrolling.

Subject: Re: M0X Maps Scripts
Posted by _SSnipe_ on Sun, 16 Mar 2008 06:26:00 GMT
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Jerad Gray wrote on Sat, 15 March 2008 23:11*sighs* all you need to do is click drop down and then type m0x. That will take you straight to the M0X scripts without any scrolling.
 lol

Subject: Re: M0X Maps Scripts
Posted by Jerad2142 on Sun, 16 Mar 2008 06:54:07 GMT
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SSnipe wrote on Sun, 16 March 2008 00:26Jerad Gray wrote on Sat, 15 March 2008 23:11*sighs* all you need to do is click drop down and then type m0x. That will take you straight to the M0X scripts without any scrolling.
 lol
Hey I only sighed because I could have said it to him before, but it might have been someone else.

Subject: Re: M0X Maps Scripts
Posted by The Executor on Tue, 18 Mar 2008 16:55:32 GMT
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What? O.o