Subject: scripts.dll 1.8 is being worked on (I need ideas people)
Posted by Blazea58 on Thu, 15 Jul 2004 11:58:25 GMT
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Is it possible in any case that you can add a script for infantry.

Im making a map, and i want very realistic effects in it, and was thinking if there was just a way to make it so after 5 minutes of running around, you slowly loose health until you start walking again.

Either way it doesnt really matter, but id really like to know if its possible to do this.