Subject: scripts.dll 2.1
Posted by jonwil on Tue, 18 Jan 2005 01:11:08 GMT
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change JFW_Change_Model_Health
It will now work like this
When thing with JFW_Change_Model_Health on it gets hit below x health, it changes to <model>
add JFW_Change_Model_Health2 which is like JFW_Change_Model_Health except it changes
when it goes above <health>