Subject: Re: AI deploy beacon? scripts.dll or objects.ddb... Posted by theplague on Mon, 13 Jun 2005 00:55:17 GMT View Forum Message <> Reply to Message

lol, i was trying to avoid that cos i was using the 10 second for something else... but oh well.

thx

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums