Subject: Re: scripts.dll 3.2 is in progress
Posted by IronWarrior on Fri, 26 Jan 2007 00:45:41 GMT
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I need a script that I can attach to an daves arrows or objects to pass on messages please.

This is how its works.

Object 1 gets destroyed, the object sends a death_send_message to a daves arrow, then the arrow sends an other message to the last daves arrow.

Problem is, there is no script that I know off that can send an other message after its got one.

Do you understand?

I will edit this laters after I opened up Level Editor to check something.