Subject: Re: scripts.dll 3.2 is in progress Posted by jnz on Tue, 30 Jan 2007 17:35:32 GMT View Forum Message <> Reply to Message

is it possible to replicate the pinfo and ID commands in scripts.dll. IE:

char ** players = pinfo();

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