Subject: Re: Building repaired / Turret killed etc messages...
Posted by rrutk on Tue, 20 Jan 2009 22:08:15 GMT

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Jerad Gray wrote on Tue, 20 January 2009 15:12I know you can do 2 though level editor if you didn't want to get too into scripting. The stuff neeeded for 2 will be at the bottom of the vehicle's preset.

but didnt work.

now testing the new scipts by madracks.