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Subject: Re: [Scripts] Building Under Attack & Destroyed  
Posted by [mr£Ä\\$Ä-z](#) on Wed, 21 Jan 2009 19:58:44 GMT  
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wittebolx wrote on Wed, 21 January 2009 04:08uhm.. Zunnie posted a code for this a long time ago when he created the co-op for Renegade. doesnt include any leveeditor stuff, just c++

anyway good job.

You dont needs for my Code the Level Editer, you can attach the script in the Scripts.dll to the Presets

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