Subject: Re: Leveledit scripts selection empty
Posted by Jerad2142 on Fri, 17 Jul 2009 19:28:10 GMT

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Omar007 wrote on Fri, 17 July 2009 12:55
NOTE: you will have to do that every time when you make a new package. JonWil's version takes the scripts automatically from the install directory so alot easier in use
NOTE: it doesn't work with multiscript loaders, also has some useful features disabled...