Subject: Re: A notice to anyone planning to write code for scripts 4.0 Posted by Jerad2142 on Wed, 31 Aug 2011 20:28:44 GMT

View Forum Message <> Reply to Message

Double post... haven't seen one of those in a long time.

File Attachments

```
Untitled.png, downloaded 537 times

word JMG_RPZ_Phone_Create_AI_Swarm_One::Create_AI(GameObject *AI,GameObject *sender,Vector3 Location)
H GameObject *JMG_RP2_Phone_Create_AI_Swarm_One::Soldier_Twiddler(Vector3 Pos) {
HVector3 JMG_RP2_Phone_Create_AI_Swarm_One::Spawn_Pos_Twiddler() { ...
woid JMG_RP2_Tutorial_Door_Teleport::Entered(GameObject *obj,GameObject *enter) {

    woid JMG_RP2_Tutorial_Message_Zone::Created(GameObject *obj) { ... }

    ₩ void JMG_RP2_Tutorial_Message_Zone::Entered(GameObject *obj,GameObject *enter) { ...

    ₩ void JMG_RP2_Tutorial_Message_Zone::Exit(GameObject *obj,GameObject *exiter) { ...
woid JMG_RP2_Tutorial_Message_Zone::Custom(GameObject *obj,int message,int param,GameObject *sender)

    woid JMG_RP2_Load_Player_Characters::Created(GameObject *obj) { ...
woid JMG_RP2_Load_Player_Characters::Player_Character_Node(const char *PlayerName,const char *PresetName

    ₩ void JMG_RP2_Phone House_Security_System_Config_Number::Created(GameObject *obj) { ...

    woid JMG RP2 Phone House Security System Config Number::Custom(GameObject *obj,int message,int param,GameObject *obj,int message,int message,int param,GameObject *obj,int message,int message,in

■ void JMG_RP2_Phone_House_Security_System_Config_Number::AutoCancelCall(GameObject *obj,GameObject *player
woid JMG_RP2_Phone_House_Security_System_Config_Number::ChargeForCall(GameObject *obj) {
★ char *JMG RP2 Phone House Security System Config Number::ReturnEnabled(bool value) { ...
H float JMG RP2 Phone House Security System Config Number::SecurityPrice(float Price) { ...
woid JMG RP2 Phone House Security System Config Number::TogglePlanSettings(GameObject *obj,GameObject *:

    woid JMG RP2 Phone House Security System Config Number::EnableObjectSpawn(int SecurityObjectType)

    woid JMG RP2 Phone House Security System Config Number::DisableObjectSpawn(int SecurityObjectType)
    |
```