Subject: scripts.dll 1.5
Posted by kirby651 on Sun, 22 Feb 2004 05:57:08 GMT
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yha... i think. i want to have a Base object with say 2 bones, there are 2 more objects, 1 on each bone, if you kill objects 2 or 3 they die\explode whetever but if you kill object 1 objects 2 and 3 will die to...

also a script to change the sun settings. maby make it move across the sky in real time...