Subject: scripts.dll 1.5.1/1.6
Posted by SuperFlyingEngi on Thu, 08 Apr 2004 02:16:56 GMT
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I don't know if you've made this or not, but if you haven't:

The script would work like this:

A special weapon in the inventory would act like a targeting laser.

When you shoot the weapon, the place you aimed at gets a   dropped on top of it by a C-130 in
20 seconds or whatever.