Subject: scripts.dll 2.1
Posted by Madtone on Wed, 29 Dec 2004 14:36:55 GMT
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_TFWxANDY_EveryoneAnd, what ever happen the editing the draw distance?

Thats a game.exe hex edit
not a scripts.dll thing

Now i think about it, its possible to make a hex edit to game.exe to get the draw distance value from scripts.dll or another source.