Subject: Re: I feel bad asking this...
Posted by JasonKnight on Tue, 09 Mar 2010 16:58:28 GMT
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never fails... the second I make a post about it... it works...

now gotta fix the double obby shot that is happening now :-/

Ok... I have my modified objects.gm(ddb) file in the data folder... along with the modified map ldd file.

Now, on maps that I set with the modified ldd file the obby (agt might be as well, dunno yet) the obby is shooting 2 times per load. but maps that do not have a modified ldd file the obby shoots once per load. any idea's how to fix this? kinda makes nod a bit overpowered on all maps with an obby, lol