Subject: Re: [Code]Custom PPAGE
Posted by sla.ro(master) on Tue, 28 Jun 2011 21:39:08 GMT

i use this PPage function on Lua but similar codded, it creates a table where stores info about player's scripts versions and checks if player has scripts when the function is called and does the action. nice to see it and on C++

edit: based on YARR? my script is based on YALB (who is similar to YARR)