Subject: scripts.dll 1.8 is being worked on (I need ideas people)
Posted by htmlgod on Thu, 15 Jul 2004 01:57:32 GMT

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Ok. I think this was originally exdeath's concept, but its a good idea -
when the pilot/driver of a vehicle stops pushing the fowards button, as to stop, an animation is
played exactly once (And ended on frame 100).

This would be used such as for folding-wings vehicles. When the pilot comes in to land, and
releases the fowards button, an animation of the wings folding up is played, and hte vehicle is left
with the wings up.