Subject: scripts.dll 1.8 is being worked on (I need ideas people)
Posted by Everyone on Thu, 15 Jul 2004 05:15:31 GMT
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Is it possible to create a script thats similar to M01_Hunt_The_Player_JDG but compatible for use with air vehicles? I would really love to see an orca shooting a tank without using waypoints. Also is it possible to increase the ai of skirmish characters by allowing them to acutally enter the vehicles like in bf1942 and pilot them?