Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Thu, 05 Aug 2004 09:22:25 GMT

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ok, JFW_Death_Send_Custom_ID is finished.
JFW_Death_Send_Custom_Driver_ID is also finished.
JFW_Blow_Up_On_Death_Driver is finished
JFW_Random_DriverDeath is also finished
and JFW_Cinematic_Attack_Position is finished
Testing still to do on these things but this time testing should be easier (now that I have a nice easy to use test setup I can play with)

Also, I looked into JFW_Flying_Infantry_Sound and I cant make it work right.
But, what you can do is use a Sound Render Object and link that to the model of whatever flying infantry you have, then it will play that sound when the infantry exists.
Thats the best that I can do.