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Subject: scripts.dll 2.0, post ideas here

Posted by [SuperFlyingEngi](#) on Sun, 26 Sep 2004 01:06:14 GMT

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Also as a reminder, is there a way to fix vehicle destruction animations? Say you're driving a tank down a hill, your tank dies, and the animation plays. But when the animation plays, it is always played flat, so it look like it's sticking straight out of the hill you were driving down. The same thing happens when you deploy the MAD tank on a hillside. Is there a way to script a fix for this, like having the animation keep the present rotation?

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