Subject: scripts.dll 1.2 is out
Posted by DarkOmen on Wed, 11 Jun 2003 13:24:35 GMT
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bigwig992Dantepatch app to be available soon, probably tomorrow.

thanks jonwil for all your super goodness

patch eh?

I tryed the spawn turrent attached to the bone thing, one of the reborn scripts (using it in vengence for the soviet harvester), it worked fine. But after I destroyed the vehicle the gun remained, and it kept shooting. From what I can tell it's collisions are off, and I can't target or kill it. So, by the end of my little test, I had 4-5 turrets floating in mid air shooting me as I came out. Any idea what caused this, how I can fix it, or if someone is going to fix the script?

you have to fill in something in the explosion preset field, this explosion will kill the attached turret when the main vehicle is destroyed...