Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by Genesis2001 on Thu, 22 Jan 2009 15:29:51 GMT

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SSnipe wrote on Wed, 21 January 2009 19:59rrutk wrote on Wed, 21 January 2009 17:49SSnipe wrote on Wed, 21 January 2009 01:10Dont understand what it does, doesn't renegade already do this?

For buildings it does.

For Mounted Vehicles it should, but it doesnt, even if the strings and links to the sound-presets are set correct.

Dunno why.

So what does it do?, Still a little lost

It announces "<blank> is under attack!" on an object other than a building.

attach the Script to the placed Object, thats how it worked for me

He asked what it does.. lol