Subject: Re: Now taking tutorial requests
Posted by jonwil on Mon, 17 Feb 2014 00:42:22 GMT
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ok, so tutorials on my to-do-when-I-have-time list:

Collision detection/water/beach/boats/subs/amphibious units/hover units/etc

NavalFactoryGameObj (for naval yards)

danpaul's ore scripts

test_cinematic (specifically the changes to cinematics in scripts 4.x vs the stock script)