Subject: scripts.dll 1.3.1 is out
Posted by Deactivated on Mon, 29 Dec 2003 19:40:35 GMT
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jonwilAs for the make part of the model disappear thing, I know of a way to do the disappear but the problem is, there is no way for a script to know when something fires its weapon.

How does the deploy and teleport scripts work in C&C Reborn then?

The teleport script makes you teleport "underground" when you press one of the mouse buttons.