Subject: scripts.dll 1.5
Posted by General Havoc on Tue, 24 Feb 2004 00:12:03 GMT

This is where if EA forked over the engines source (I'm sure Westwood would have released it if they could have) it would have been a great help to us. We could basically do what we want with the game. Relying on the Linux FDS has been the main option that JW and other people have had to use for hints at how the whole thing works.

The new CTF sounds good if you get around to doing it. I have a *working* sound system for Dante's CTF that plays the EVA on drop (aka return atm), capture and steal. That's where the 3D_Sound_Custom comes into play, setting the sound sphere to cover the entire map works almost like the EVA does except you hear the source of the sound, which is actually quite effective. Involves a awful lot of jiggery poker working with 12 sounds and their scripts, I was amazed it worked at all. I will think it through and see if there is a way of optimising it.