Subject: scripts.dll 1.5.1/1.6
Posted by [REHT]Spirit on Fri, 09 Apr 2004 23:37:11 GMT

jonwilBTW [REHT]Spirit, you need to learn how to use the Get_ID command and the Find_Object command. Look at the sensor scripts to see what I mean.

Ah, whoops......

Oh well, anyhow, me and DarkOmen betaed that new dll, the command doesn't seem to work as well as our way of doing it. I belive it's because the driver doesn't exist when the vehicle is being killed, or something to that extent. So I guess the leave offset code can be taken out (in the on killed and some junk in the custom that just needs the "if blah { pilotID = 0; }" instead of all the other junk in the if statement).

I'll let ya know if something turns up though.