
Subject: scripts.dll 1.7 update

Posted by [jonwil](#) on Tue, 20 Apr 2004 13:36:11 GMT

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It should already be possible by using a script like JFW_Set_Animation_On_Custom and the Vehicle Enter and Vehicle Exit System Messages.

Just gotta figure out how best to implement the charge-up logic.

Also, I might add some more "ws clones" (mainly of various scripts commonly seen on multiplayer maps)
