Subject: scripts.dll 1.8 progress report
Posted by WNxCABAL on Thu, 22 Jul 2004 22:02:38 GMT
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Hey jonwil, maybe you can fix this script as this specific script crashes when you export as mix.
The one you previously advised me one, JFW_Cinematic_Attack.
I know for sure it crashes, because when it used to crash, I looked at the error report and it said
scripts.dll. So then I said okay, what new scripts have I added recently since it last exported ok.
Then it occured to me, it was JFW_Cinematic_Attack, so I removed this script from the turret (in
the presets) and attempted to save again, and hey presto, it exported!

I don't know if it is a slight fault, but can you fix it

I noticed you said you will fix me up something if that wasn't what I was looking for.
Well, as this script couldn't be tested by myself, heres what I am wanting: (I don't know if this
script is for this purpose):
Basically, I am wanting a group of Nod Turrets to attack the Gunboat which is following a waypath
controlled by your own JFW_Follow_waypath. Thats all basically
Is this the script for the job, or is/are there another ones?

Thanks

Andy.