Subject: Poke and Follow Script
Posted by Burn on Wed, 09 Mar 2005 19:44:30 GMT

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I'm still looking for some ways to do this with the regular scripts.dll, but obviously nothing will work.

I was thinking along the lines of making the follow part a cinematic. There is a poke and play cinematic with the regular scripts.dll. I got close, I was thinking I could add an "attach_script" line and just add the "follow player" script. Though, I remembered that that's a subline and has to be under "create real object." So... basically... still no luck.

I'd like to be able to do this so everyone else doesn't have to have the JFW scripts in their renegade data folder in order to play my map. It would be really nice if somehow I could just put it in my maps "scripts" folder and it would be integrated with the mix. That way, they don't have to mess with their data folder and more people would be able to play it.

I'm pretty sure it has to be in their data folder because otherwise their computer would read one of my tanks "JFW" scripts and it would say, "WTF IS JFW?!?!"