
Subject: Re: Help with scripts&Nuetral PT's
Posted by [ghost](#) on Mon, 17 Apr 2006 22:58:06 GMT
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Reborn wrote on Tue, 11 April 2006 23:411) SSAOW stops it working, if you don't run SSAOW it will work.

2) Create a scriptzone on the map using level edit and attatch a script to the zone. You would probably have to make your own script to attatch, depending on wat you was really after.

3 part 1) Yes there is, this is possible using cinematics hooked to objects using the "test_cinematic" script. You wouldn't really have to write your own cinematic either, there are allot already made inside the always.dat, you could just adapt one. However you should know that when using this with SSAOW your server will crash when a ai bot kills a player, because SSAOW thinks the bot is actually a player.

3 part 2) I am not sure, I haven't tried.

Couldnt you just add a custom crate?

I dont rememeber the stealth script off the top of my head but i think its near the very bottom of the scripts.
