Subject: scripts.dll 1.6 is almost ready Posted by jonwil on Thu, 15 Apr 2004 11:59:33 GMT

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RA_Helipad_Zone, not sure about more than 2 reloadable aircraft.

Perhaps you can attatch it to the zone twice with different settings.

Visible persons script, enter and exit anims arent really possible.

Harvester script, no it doesnt work for player-controled. But there are other scripts for that (which includes scripts for animations and such).

You wouldn't get the crystal presets for players controlled ones though but thats because it would be hard to make things work right