Subject: Scripts
Posted by Gen_Blacky on Tue, 21 Aug 2007 06:45:19 GMT
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is there a no targetable script and an invincible script ?

Subject: Re: Scripts
Posted by Jerad2142 on Tue, 21 Aug 2007 08:10:43 GMT
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Gen_Blacky wrote on Tue, 21 August 2007 00:45is there a no targetable script and an invincible script ?
Both are done, but only the invincible one is currently available. The targetable one is in my scripts, but don't hold your breath, I keep getting good script ideas before I release them.

Subject: Re: Scripts
Posted by Gen_Blacky on Tue, 21 Aug 2007 16:16:03 GMT
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Well hurry up and release

Subject: Re: Scripts
Posted by Sn1per74* on Wed, 22 Aug 2007 04:12:50 GMT
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Jerad Gray wrote on Tue, 21 August 2007 03:10Gen_Blacky wrote on Tue, 21 August 2007 00:45is there a no targetable script and an invincible script ?
Both are done, but only the invincible one is currently available. The targetable one is in my scripts, but don't hold your breath, I keep getting good script ideas before I release them.
I think you should be the next jonwil.   I heard you're one of a kind at making scripts.

Subject: Re: Scripts
Posted by =HT=T-Bird on Wed, 22 Aug 2007 12:01:02 GMT
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Although the ScriptsAPI still needs some work IMHO...(console command adding through bhs.dll and a few other bits and pieces such as an enhanced chathook system and patches to prevent mmgr from choking when an object is passed from Renegade itself into scripts.dll code)