Subject: scripts.dll 1.6 update
Posted by jonwil on Mon, 12 Apr 2004 08:44:36 GMT
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The last things left to do are:
1.finish coding the "force shield" stuff
2.get the last stuff I need from NeoSaber
3.get the last stuff I need from TheKGBSpy
4.fix JFW_Visible_Person_In_Vechicle and JFW_Visible_People_In_Vechicle
5.code the per-preset-model versions of same
and 6.test all the new stuff to see that it works.

Still dont have a clue why the visible person in vechicle stuff is busted, I dont even know where to begin because I dont have enough gmax skills to do a usable testcase to see it failing.

Subject: scripts.dll 1.6 update
Posted by kawolsky on Mon, 12 Apr 2004 09:45:55 GMT
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nice job jonwil, "force shield"? sounds very interesting

Subject: scripts.dll 1.6 update
Posted by jonwil on Mon, 12 Apr 2004 11:07:32 GMT
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Basicly, when it is charged up, you can enter a zone to activate it.
For a limited time (settable when you use the script in ur map), it makes your buildings invulnerable to all weapons (except for a weapon big enough to kill it from full to dead in one hit which means it wont stop a beacon unforutnatly, this "bug" is an engine limitation)
There is another script that I have created that works differently and may overcome this limitation but until all these scripts are tested, I cant say for sure.

Anyhow, the coding for it is finished but it hasnt been tested yet.