
Subject: scripts.dll progress and new projects related to it I am goi

Posted by [Anonymous](#) on Tue, 19 Nov 2002 15:51:00 GMT

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Yes, JW. any script to make Tanks more AI than what we can do with them now (PDS_follow_waypath ect.. is all we have to work with)anything that would make Vehicles act more AI for mods would be Kwel. I saw a Force_Innate script in the dll,but I dont think that works on Vehicles.(Didnt try)and oh yeah, KANE LIVES!K4N3 L1V3S!
