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

Posted by [Anonymous](#) on Tue, 19 Nov 2002 07:07:00 GMT

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Sounds great! I would love to help you out, but this is pretty much way out of my field... Just one script request, can you create a script that has a tank follow a specific looping waypath that shoots at anything that comes in it guard range, but will not leave its waypath? It can stop when it is firing, but it cannot turn it's body move off it's track. Kinda like a train with a gun, it can move on it's track and fire, but it cannot go off the track, and when the thing it is shooting at is either out of it's range of the track, or dead, it starts moving forwards again.I hope I was clear enough for you, and it would be awesome to see a script like this!

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