

---

Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [bigwig992](#) on Thu, 15 Jul 2004 12:26:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Possible making sure you have to move forward? Via other scripts that make other vehicle movements useless? Or just making sure you must move forward by checking (if there is a way) that the vehicle is indeed moving forward?

We need some sort of constant that we can do the whole Z axis thing with,any ideas?

---