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

Posted by [Zeta1125](#) on Sun, 18 Jul 2004 16:48:08 GMT

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I don't know much about scripting so i wouldnt know how to put it well but here goes.

Is it possible to create a crash animation for air units, so when an air unit is destroyed it doesnt just blow up in mid air but actually goes down quickly into the ground and then blows up and the pilot exits. And obviously depending on wether its moving or not the crash will be just down in a relatively straight line or a forward crash. (this would be moreof a script for reborn)

Is it possible to create a vehicle... fly animation. For example a nod buggy is travelling full speed with red health, it is then shot and completely destroyed, instead of just disappearing, could it fly up into the air and land further ahead (this would resemble a buggy in unreal tournament 2004 which flies into the air and flips a few times).

And im sure this one has already been asked or been delt with but a script to make certain infantry "un-squishable" such as Volkov (renalert) or Cyborgs (reborn)

Edit: almost forgot to mention a swimming script for infantry. When infantry enter the water they float to the top, can't hold a weapon and move their arms and legs as to propel themselves in the direction they want to go for a short amount of time (after a while they drown).

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