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

Posted by [PCWizzardo](#) on Mon, 19 Jul 2004 19:57:08 GMT

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For the swimming infantry, a workaround may be good enough.

Does a Flying Infantry Zone script exist? My idea depends on it.

Create a thin Flying Infantry zone (script zone with script attached) near the surface of the water, and add a physical collision plane beneath it. That way, when the person goes too low, he hits a wall, and when he goes too high (out of the water), he stops flying and falls back into the flying zone.

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