Subject: scripts.dll 1.8 progress report
Posted by jonwil on Tue, 03 Aug 2004 21:19:14 GMT

ok, I can do a JFW_Cinematic_Attack_Location script.
Then you create the a-10s with Create_Real_Object, make them fly in, attach the
JFW_Cinematic_Attack_Location and they will attack the location.
If you want them to attack a specified preplaced object, you can just use the existing
JFW_Cinematic_Attack.