Posted by jonwil on Sat, 07 Aug 2004 06:41:44 GMT
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ok, i just added JFW_2D_Sound_Damage and JFW_3D_Sound_Damage.
They will play a sound once when health <= to <some value>.
Then if health goes back over the value, it is reset and will play again next time it goes below the value.
They can be used to play building damage notifications and stuff.

And I added
void Damage_All_Vehicles_Area(float Damage,const char *Warhead,const Vector3 &Position,float Distance,GameObject *Host,GameObject *Damager); //damages all vechicles in a given area except the host
void Damage_All_Objects_Area(float Damage,const char *Warhead,const Vector3 &Position,float Distance,GameObject *Host,GameObject *Damager); //damages all objects in a given area except the host

Big thanks to vloktboky and neosaber for various information about various script commands.
Thankyou in particular to NeoSaber for explaining what the last parameters to Create_Explosion, Create_Explosion_At_Bone and Apply_Damage meant

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