

---

Subject: More script ideas

Posted by [jonwil](#) on Fri, 27 Aug 2004 00:13:50 GMT

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

---

hmmm, now that I look at it, you can do ProgressiveDamageSound with JFW\_2D\_Sound\_Damage and JFW\_3D\_Sound\_Damage.

FallingSoldierSound cant be done.

CaptureOnPoke I can do but building capture requires a lot more than just this (plus the method I have to change the team of an object wont work on building controlers and also the fact that building capture doesnt fit with renegade)

Damaged\_ApplyDamage I can do.

For FadingFlash, I dont have a clue how to do it.

the screen fade stuff is per-player so there has to be a way to detect which players should get the effect and which shouldnt.

---