
Subject: scripts.dll 2.1

Posted by [laeubi](#) on Mon, 27 Dec 2004 13:15:58 GMT

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

BFD_SandWorm (Wormobject, WormAnim, Wormarea1, Wormarea2, time, timernum):
appears randomly on the wormarea and eats units on the loaction[[list](#)][*]Wormobject: The preset of
the Worm (or w3d if that is easier)[*]WormAnim: Animation to play when the worm eats
something[*]Wormarea1: Firstcord (X/Y) for wormarea[*]Wormarea2: Secondcord (X/Y) for
wormarea [*]time: time until next worm apears [*]timernum: number of the timer [[list:u](#)]The Worm
should eat Vehicles and Infantry, and eat shoudl mean just 'destroy' the unit.
It should eat Units that stand still... or appear when many units standing around at this place
primary
WormMovie: <http://people.freenet.de/laeubi/worm.avi>

Opfb_Turret (destroyID, Custom):

Either the Object it is attached to gets destroyed or it recives a custom it detroys the object
specified by destroyID[[list](#)][*]destroyID: object that should be destroyed when the object it is
attaced to is destroyed[*]Custom: custom to listen for[[list:u](#)]
