Subject: Taking damage scripts? Posted by danpaul88 on Fri, 01 Apr 2005 11:01:27 GMT View Forum Message <> Reply to Message

Is there a script / scripts that can make an animation run when a building takes damage, and the run another animation say a minute after its stopped taking damage?

probably isnt...but might as well ask

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums