
Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by [bigwig992](#) on Thu, 30 Jun 2005 03:40:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

You guys should try using poke logic to launch a cinematic that would create it with one of these scripts:

JFW_Guard_Duty
JFW_Hunt_Attack
JFW_Hunt_Blow_Up
JFW_Drive_To_Player
JFW_Enemy_Seen_Send_Custom

or some of the ones in original scripts.dll.

Try using a combination of these instead of making those things player controlled, because I think that idea is absolutely horrid.
