
Subject: Re: scripts.dll 2.2 progress report
Posted by [danpaul88](#) on Sun, 09 Oct 2005 11:13:00 GMT
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What about a script like JFW_Base_Defense_Animated but without the set time for staying popped up, so it pops up when an enemy comes into range, and only reverses the animation when there are no longer any enemies in range?

oh and btw, does anyone know if JFW_Damage_Animation works on buildings (if attached to the building controller?)
