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Subject: Re: Help with scripts&Neutral PT's  
Posted by [reborn](#) on Wed, 12 Apr 2006 06:41:34 GMT

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- 1) SSAOW stops it working, if you don't run SSAOW it will work.
  - 2) Create a scriptzone on the map using level edit and attach a script to the zone. You would probably have to make your own script to attach, depending on what you were really after.
  - 3 part 1) Yes there is, this is possible using cinematics hooked to objects using the "test\_cinematic" script. You wouldn't really have to write your own cinematic either, there are a lot already made inside the always.dat, you could just adapt one. However you should know that when using this with SSAOW your server will crash when an AI bot kills a player, because SSAOW thinks the bot is actually a player.
  - 3 part 2) I am not sure, I haven't tried.
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