
Subject: Re: scripts.dll 3.2 is in progress

Posted by [Jerad2142](#) on Fri, 26 Jan 2007 01:17:20 GMT

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IWarriors wrote on Thu, 25 January 2007 17:45I need a script that I can attach to an daves arrows or objects to pass on messages please.

This is how its works.

Object 1 gets destroyed, the object sends a death_send_message to a daves arrow, then the arrow sends an other message to the last daves arrow.

Problem is, there is no script that I know off that can send an other message after its got one.

Do you understand?

I will edit this later after I opened up Level Editor to check something.

JFW_Reflect_Custom

Part for jonwill

jonwil wrote on Thu, 25 January 2007 17:18No plans for a multi scripts loader.

If you have changes to engine.cpp, I am more than happy to consider pulling them into my code

As for the transparent metal glitch, that is the result of differences between Direct3D8 and Direct3D9 and cannot be fixed.

Well my reply is two NO's then, I will rely on my self to fix and add scripts to my package, I guess others will have to download the multi scripts loader, and rename yours if they want to play any of my 3 mods.

I also say what has been broke can be fixed, make a modified Direct3D9 (name it JFWDirect3D9 or whatever) and have everyone put it in their Renegade data folder.

Plus if I want my mods not to have nontransparent textures I will have to go back to 2.9.2 and add scripts to my package and not use you newer scripts versions anymore.
