
Subject: Re: Changelist for scripts.dll 4.0
Posted by [jonwil](#) on Sun, 22 Jun 2008 08:24:45 GMT
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This one "Apparently when you have a low framerate, the physics tend to be messy" I dont think we will be fixing. (we will certainly be fixing a bunch of things that could be causes of the low framerate in the first place though)

Get_Human_State returns an int which matches to one of these:

```
#define STATE_DEFAULT 0
#define STATE_LANDING 1
#define STATE_ANIMATION 2
#define STATE_WOUNDED 3
#define STATE_LOITER 4
#define STATE_JUMPING 5
#define STATE_DIVING 6
#define STATE_DEAD 7
#define STATE_ONLADDER 8
#define STATE_INVEHICLE 9
#define STATE_INTRANSITION 10
#define STATE_TRANSITIONCOMPLETE 11
#define STATE_DESTROYED 12
#define STATE_FLYING 13
#define STATE_ONFIRE 14
#define STATE_ONCHEMICAL 15
#define STATE_ONELLECTRIC 16
#define STATE_ONCNCFIRE 17
#define STATE_ONCNCHEMICAL 18
#define STATE_LOCKEDANIMATION 19
```