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Subject: Re: scripts.dll stuff

Posted by [NeoSaber](#) on Thu, 15 Jan 2004 18:23:49 GMT

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jonwil2.I dont know just what the Reborn scripts do but there is no way to detect an object firing its weapon.

I did some checking into that. As I understand it, the script is designed to check if the player driving the vehicle has damaged their own vehicle. So in game when you right click, it fires a shot that explodes almost immediately. That damages the tank a bit and triggers the Damaged function in the script.

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