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Subject: scripts.dll 1.4...

Posted by [lmdgr8one](#) on Wed, 21 Jan 2004 04:00:57 GMT

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SomeRhinoGenocide!Thats already possible, Somerhino did it on his extras buggy.

Naw, it doesn't actually work in-game. The farthest I made on doing transition animations would only work on vehicles that you knew the ID number of, and involved several scripts and a text cinematic. It would work on vehicles placed on the map, but not vehicles constructed by a factory, so I threw that out and the extras buggy now has a first-person view instead. I think the testers enjoy that one more anyway.

You bet your ass we did

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