Subject: scripts.dll 1.4... Posted by SomeRhino on Fri, 23 Jan 2004 03:51:02 GMT View Forum Message <> Reply to Message

How about a script that plays a text cinematic after recieving 5 specific customs? You could use this, for instance, if you wanted the player to complete 5 objectives before a cinematic is triggered. If you wanted less objectives, you could just have the script send itself some customs to fill in the blanks. Maybe allow 10 customs? I don't know, just a suggestion.

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