Subject: to TheKGBspy
Posted by jonwil on Sat, 24 Jan 2004 01:06:42 GMT

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Attatch Turret script change/addition I can do.
Basicly, instead of making the explosion at the parameter Bone_Name, it will make it at the parameter Explosion_Bone_Name

As for the damage on enter, I will fix it to do damage even when the thing doesnt move. Basicly, when something enteres the zone, it records its ID and starts a timer. Then, when the timer triggers, damage is done. Regardless of if the object moves or not (or how far it moves), damage will continue to be done at the same rate untill the object moves <distance passed in as a parameter> away from the location of the zone.

Will look into the deply scripts to see if its a bug or what

Teleport on enter if preset is easy, I will make that

As for the give points thing, basicly, the points will be given to whatever object is the "killer" (i.e. whichever object actually killed the thing)

No, I wont put the prefix RA2_ on these