
Subject: scripts.dll 1.5

Posted by [jonwil](#) on Sat, 21 Feb 2004 02:23:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

As far as animation-related script commands go:

Action_Play_Animation is untested in MP, I dont know if that will work or not

Set_Animation is confirmed to work since thats what the Test_Cinematic script uses but I dont know all the parameters so I cant use it yet. (help figuring out the parameters would be appreciated)

Set_Animation_Frame is tested and doesnt work (Its this one that does things like the obelisk powerup animation). BTW, the reason its busted is because somehow either renegade doesnt correctly send the network message to the client from the server or it doesnt correctly process it in the client (this is according to one of the dev team a while back, it was going to be fixed but they ran out of time)

Static_Anim_Phys_Goto_Frame and Static_Anim_Phys_Goto_Last_Frame I dont know if they work in NP or not.

Now that I think about it, if I knew how to use Set_Animation, I may be able to do the walking animation for vehicles thingo.

But I dont know how to use it

As for detecting stealth vehicles, how would you do that?
