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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Wed, 25 Feb 2004 11:32:25 GMT

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Regarding the cinematics for the iron curtain and chronosphere, there are 3:

Cinematic 1 (for powerup) plays when the Chronosphere beacon is deployed or when the Iron Curtain has charged up

Cinematic 2 (for activation) plays when something chronoshifts or when the iron curtain makes something invulnerable

and Cinematic 3 (for powerdown) plays as follows:

1. after cinematic 2 has finished (settable with a timer as to how soon after cinematic 2 cinematic 3 should play)

2. When the iron curtain or chronosphere is killed and its powered up (or when the power goes down, same thing as killing it)

or 3. When the chronosphere times out and becomes inactive again

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