
Subject: scripts.dll 1.5

Posted by [jonwil](#) on Fri, 27 Feb 2004 00:54:47 GMT

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ok, I added a script JFW_Looping_Cinematic that starts a cinematic when an object is created and stops it when the object is destroyed.

How often to play the cinematic is user-settable.

Also, I am looking at the AI engineers (if I can figure out they should work)

Still waiting for vloktboky to give me that stuff. (GRRR @ vloktboky)

If I can get Set_Animation working, I will try and add a few animation related scripts to 1.5.

Also, I am aiming to get to 200 new scripts in the custom scripts.dll for 1.5 so I will add various misc scripts (for example, clones of some WW scripts just to act as demonstration of how they work so other coders can see, plus they are easy way to bump up the count
