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Subject: scripts.dll 1.5.1/1.6

Posted by [SomeRhino](#) on Wed, 07 Apr 2004 00:13:28 GMT

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Cebthow about a script for AI players so they only attack other AI players... i could use that

They do, as long as they are on different teams and use innate behavior.

I have another suggestion for a script in addition to the one I asked for earlier, Jon. Basically, it's a clone of JFW\_Object\_Draw\_in\_Order, except that there is an added variable that allows you to set what number to start from. So, if you wanted to start drawing from model34.w3d, your base name would be "model," and you would put "34" into the StartNumber or whatever you call the variable. My mod doesn't require this script, but it would make some things a lot easier to set-up if you had the time to write it.

Also, I would like a clone of JFW\_Visible\_People\_in\_Vehicle, but that identifies the model to draw by the preset that entered the vehicle. I have heard that NeoSaber is working on that one, but I'm unsure.

As usual, I'm available to test the new scripts when you are done.

Thanks.

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