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Subject: scripts.dll 1.5.1/1.6

Posted by [jonwil](#) on Fri, 09 Apr 2004 06:26:39 GMT

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The script doesnt handle enter and exit anims.

Before I can do anything, I have to get the base script working first (i.e. the model problem SomeRhino mentioned)

As for matching models to presets, it will, on entry, send a custom to the entering object. The entering object will create the model and send another custom back with its ID. Therefore, each infantry unit needs a new script on it to tell what model to create and etc. Something like that anyway.

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