
Subject: Re: possible scripts.dll 1.8 in the works

Posted by [OrcaPilot26](#) on Mon, 31 May 2004 20:49:19 GMT

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Quote:1.new script, JFW_Flying_Infantry. When created, if the thing this is attached to is a SoldierGameObj, this script calls Toggle_Fly_Mode on the SoldierGameObj which makes it able to fly if it cant and unable to fly if it can.

2.new script, JFW_Flying_Infantry_Custom. When this recieves a message, it calls Toggle_Fly_Mode on the object that its attached to, only if its a SoldierGameObj though.

3.new script, JFW_Flying_Infantry_Zone. When entered or exited or both (settings settable by mapmaker), it calls Toggle_Fly_Mode on the thing unit that entered the zone if its a SoldierGameObj.

under water?
