
Subject: possible scripts.dll 1.8 in the works
Posted by [jonwil](#) on Thu, 10 Jun 2004 11:26:58 GMT
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I dont know if its possible to dynamicly change the physics type of an object at runtime (in fact I am almost certain it is not)

As for the surfboard, make the animation in gmax and then you can probobly use my exisisting animation scripts to pull it off...

As for recoil, that cant be done via scripts either.

oh and btw, there will be 3 versions of bhs.dll.

One for game.exe/server.dat

One for redhat8 LFDS

and One for redhat 7.3 LFDS

And I have plans to do more than just linux ports of stuff.

For example, I plan to implement (and put in bhs.dll) a Get_Shield_Type command if such a thing is possible. Also a Get_Model command. And probobly other things.
