
Subject: scripts.dll 1.7 update

Posted by [jonwil](#) on Tue, 20 Apr 2004 10:38:46 GMT

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I need someone to help test the various new scripts in 1.7 (all the new defence related stuff)

Also, I have just about finished coding the new scripts.

Left to code is the charge-up-logic versions of the JFW_Building_Gun family.

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Posted by [drunkill](#) on Tue, 20 Apr 2004 11:58:32 GMT

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wow...1.6 just out, and ya already tackling 1.7...damn, your a hard worker

now, that charge up script will rock, cant wait for renalert to use it on the Tesla...and as well the obby will be better.

nice work! if ya ever bored, you can make it easier to make a objective level, by combining those scripts you told me about on IRC.

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Posted by [Deactivated](#) on Tue, 20 Apr 2004 12:10:11 GMT

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What about that animated Vehicle doors script?

Subject: scripts.dll 1.7 update

Posted by [jonwil](#) on Tue, 20 Apr 2004 13:36:11 GMT

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It should already be possible by using a script like JFW_Set_Animation_On_Custom and the Vehicle Enter and Vehicle Exit System Messages.

Just gotta figure out how best to implement the charge-up logic.

Also, I might add some more "ws clones" (mainly of various scripts commonly seen on multiplayer maps)

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Posted by [kawolsky](#) on Tue, 20 Apr 2004 17:49:34 GMT

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damn your a fast worker....

Subject: scripts.dll 1.7 update

Posted by [Slash0x](#) on Tue, 20 Apr 2004 19:52:15 GMT

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Dus Renegade keeps evolving. KUDOS!

Subject: scripts.dll 1.7 update

Posted by [E!](#) on Tue, 20 Apr 2004 20:12:26 GMT

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Is it too late to send you my script files for 1.7?

Subject: scripts.dll 1.7 update

Posted by [jonwil](#) on Tue, 20 Apr 2004 23:22:43 GMT

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no, its not too late.

Subject: scripts.dll 1.7 update

Posted by [Dante](#) on Thu, 22 Apr 2004 05:48:17 GMT

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OMG WOW COOL
