
Subject: Action_Complete

Posted by [nopol10](#) on Thu, 27 Nov 2008 10:42:19 GMT

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I was wondering how this works because it doesn't seem to get called after a vehicle with Commands->Action_Goto() (with a Set_Goto_Location() in the ActionParamStruct) reaches its destination. Does it only work on an Attack action?

Subject: Re: Action_Complete

Posted by [danpaul88](#) on Thu, 27 Nov 2008 17:05:47 GMT

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I have never managed to get it to trigger, I think it's possibly broken...

Subject: Re: Action_Complete

Posted by [nopol10](#) on Thu, 27 Nov 2008 23:40:39 GMT

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It seems to work on scripts like JFW_Hunt_Attack.

I've got another question: What does Enable_Hibernation do?
