
Subject: scripts I am going to write.

Posted by [Anonymous](#) on Sun, 12 Jan 2003 23:19:00 GMT

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quote:Originally posted by Jonathan Wilson:ok, 2 more I am going to writeJFW_Guard_Duty.
Object starts off, patrols a waypoint, anything comes in range, it gets shot at (basically,
EnemySeen, whatever range that is), then it resumes patrolling.JFW_Blow_Up_On_Death.
Basically, same idea as the Demo Truck in RA2, blows up with an explosion when it is killed.hehe
very usefull tanx
