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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Sun, 12 Jan 2003 23:06:00 GMT

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ok, 2 more I am going to write JFW\_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.

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