Subject: level editor script questions for helgstrom and/or WS (updat
Posted by Anonymous on Sun, 21 Apr 2002 05:38:00 GMT
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I notice that a number of the presets have scripts attached to them, most notably the buildings have various scripts attached to them.I know we cant edit scripts yet (since we dont have the source code to scripts.dll) but would it be possible for westwood to release something (possibly a new version of commando or whatever) that will allow us to attatch the existing scripts (for example M00_BUILDING_EXPLODE_NO_DAMAGE_DAK or M00_ADVANCED_GUARD_TOWER to name 2 of the ones that, to me, one might want to attach and use in a mod for c&c mode) to stuff? If nothing else, all buildings have M00_BUILDING_EXPLODE_NO_DAMAGE_DAK attatched and that means we cant create any new buildings properly (such as an observation tower)[April 21, 2002: Message edited by: Jonathan Wilson]