Subject: scripts.dll 1.8 progress report
Posted by Deactivated on Thu, 22 Jul 2004 12:52:54 GMT
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I'm not sure if this can be done with existing scripts..

Repair_Zone_Animation
This plays an animation (eg. Repair arms extend over vehicle) when a vehicle enters this zone.
The last frame of the animation will be repeated until the vehicle leaves the zone and plays the
animation frames in reverse.