Subject: scripts.dll 1.8 progress report
Posted by jonwil on Sat, 24 Jul 2004 07:33:47 GMT

ok, I have just added a fix to all the Aircraft_Only, No_Aircraft, VTOL_Only and No_VTOL scripts that ensures that if the object being attacked is an infantry and that infantry is driving a vehicle, the vechicle is used for the tests not the infantry.
This prevents the case where the script attacks the pilot of a flying vechicle even when the flying vechicle is on the "dont attack me" list.

It also ensures (for the relavent scripts) that the vechicle is the thing that is attacked and not the pilot inside.