Subject: I need scripts.dll 1.9 ideas
Posted by Deactivated on Tue, 10 Aug 2004 10:51:53 GMT

Quote:EnableStealthOnCustom_Sound
Enables stealth on custom (eg. vehicle enter) and disables stealth on another custom (eg. vehicle exit). Plays a sound whenever it receives a custom.

Differences with the standard preset stealth setting;
Eg.
-Stealth effect is applied only when somebody is in the vehicle.
-The cloaking sound can be seperate from the engine start/stop sound.

Are you doing this Jon? I think there shouldn't be a problem with that.

jonwilok, bhs.dll now has working Enable_Stealth, Set_Animation, Set_Animation_Frame, Create_Explosion, Create_Explosion_At_Bone, Set_Fog_Enable, Set_Fog_Range, Set_War_Blitz, Fade_Background_Music, Set_Background_Music, Stop_Background_Music,

Ok.. I got an idea about this...
A "jukebox" script. Basically what it does is to play a twiddler (Eg. Twiddler_Music) (to randomly pick music preset) a and repeat the task.

Currently I have implemented it by making an object that selfdestructs itself, has twiddler set as explosion sound, spawns another object that selfdestructs, and the cycle repeats.
But there is a problem: If music is turned off in Options, and it is enabled later on, it causes all the music play simultaneously (Yikes!).