
Subject: More script ideas

Posted by [Deactivated](#) on Mon, 06 Sep 2004 15:27:36 GMT

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Okay, time for another idea:

I need a script that plays a cinematic at random intervals at the position of the object it is attached to.

JFW_3D_Sound_Damage doesn't work well on soldiers, because when one dies, the soldier starts breathing even though he's dead.
