Posted by jonwil on Sun, 26 Sep 2004 22:37:34 GMT
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ok, new stuff that will be added to the todo list for 2.0:
a script that, when damage <= <some value>, it will start damaging it further. (with a timer tick and a damage value passed in)
Will stop damaging it when <damage> goes back over the damage value. (i.e. repair/heal)
a script that will (on custom) set the screen fade to <some setting> for all players then start a timer. Timer expires, it resets it back to no fade.
a script that will take a damage value and 2 animation settings. Will use the first setting if <health> goes less than the damage value and the second setting if <health> goes more than the damage value.
a script that is like JFW_3D_Sound_Damage but takes a range. When the soldier is damaged, if the new health is within the range, it will play the sound.
a script that is like JFW_Random_Timer_Play_Cinematic but only resets itself (i.e. restarts the timer) when a custom is sent.
a script like JFW_Vechicle_Animation_2 except it triggers the "up" and "down" animations on custom, not on movement. (you can use this one for vehicle entry e.g. landing gears)

also, an engine call to force someone to exit a vehicle will be done if I can figure out how (dont think force enter is doable).
Plus, if its possible, a way to prevent people from exiting a vehicle. (mainlt so people dont leave the tank when its flying through the air attatched to the underside of an orca caryall)