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Subject: My Script 2.0 contributions

Posted by [TheKGBspy](#) on Sun, 03 Oct 2004 08:08:33 GMT

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i posted another topic on one of the script that will be released in 2.0.

<http://www.renforums.com/viewtopic.php?t=12337>

lots of mod will use that feature such as Ra2:Vengeance, Reborn, FOF(Fist of Faith), Ren alert (even if they have their own code... still the same feature..)

there is some more that will be released such as my deploy script. There was a previous version made by reborn wich was buggy, then i did another version while the version i am realising was done. This version didnt fixed all the bug while the one i will release soon is 99.9% bug free if well setted. the 0.01% is about bug created by bad setting or model settings.

here is some picutures:

<http://drireign.ath.cx/TheKGBspy/Screenshots/ScreenShot81.jpg>

<http://drireign.ath.cx/TheKGBspy/Screenshots/ScreenShot82.jpg>

<http://drireign.ath.cx/TheKGBspy/Screenshots/ScreenShot83.jpg>

<http://drireign.ath.cx/TheKGBspy/Screenshots/ScreenShot84.jpg>

<http://drireign.ath.cx/TheKGBspy/Screenshots/ScreenShot86.jpg>

This version allow the falowing:

- Action cursor
- can deploy on the most un-even terrain without getting stuck
- deploy without getting killed
- cancel deploy

this script is alive since april. for script2.0 i wanted to release some of my neat scripts to the community.

there is some others:

- Lock vehicle script (allowo the driver to lock the vehicle when exiting. only last driver can unlock it
- special ai script for FOF

i might add more soon... it depend the time alowed and me.

oh and plz dont mind about the models i know it isnt "perfect", this model will be redone like all other vehicle i am redoing...

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