
Subject: Re: scripts.dll 3.2 is in progress

Posted by [Jerad2142](#) on Tue, 30 Jan 2007 18:00:47 GMT

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I was just thinking could you add in a event for when you fire a weapon, because Renegade must have some system for detecting if a weapon is fired, otherwise how would it know when to play fire animations (I do not count the system where it detects where a bone moves "RA2_Vehicle_Fire_Animation" its call or something like that anyway that's what comes to mind). I mean an actual event like "Damaged" or "Poked".
If not would it be possible to do it through an Engine Call?
