Subject: Re: Disable Animations`?
Posted by IronWarrior on Tue, 05 Jun 2007 13:35:10 GMT

Reborn wrote on Tue, 05 June 2007 08:01IWarriors wrote on Tue, 05 June 2007 08:52

Ah, well, I main thing would be the "water bursts", but am guessing you wouldnt be able to disable one thing and have the other working.

Ah, I thought there was a script called M01_Points or something?

I'm almost sure the animation for the water is actually part of the w3d model for the hovercraft itself. I imagine it would be hard, if not impossible to remove server side.

There most likely is a script like that, if you need one for just not giving points to the enemy when they shoot you, and you can't find that m01 one, then I will make one for you.

Thank you that would be asesome.

Am just having a game right now, when am done, I go though the lists of scripts to make sure there isnt any, I think there is one, just not in my scripts.dll

Am gonna see if I can download vb somewhere, then I can start porting over some scripts that I could use.