Subject: Re: Scripts Release Soon
Posted by crazfulla on Sat, 01 Dec 2007 00:45:44 GMT
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Jerad Gray wrote on Sat, 01 December 2007 00:28
It would be easy enough to do, but I won't be using zones, I would use a script that sent a custom a certain distance, and all the soldiers on the map would have a script on them that would reflect the script back to it, so it would know when a soldier was in range, and it would not break if someone got killed in the zone, or just stayed in the zone. We could also probably just force create vehicles in the zone.
neat