Subject: Re: Changelist for scripts.dll 4.0
Posted by Chuck Norris on Wed, 25 Jun 2008 03:32:17 GMT

jonwil wrote on Sun, 22 June 2008 02:55advanced guard tower and obelisk script improvements to correct various bugs and issuesIs the problem where you're out of the Obelisk's sight for quite a long time (say, ten or more seconds) after it charged but it still fires without charging after you re-enter it's line of sight, such as after hiding behind a rock for that ten seconds, covered by this? Sometimes it holds it's charge longer than it should and doesn't cool down and will "hack" and kill you immediately after re-entering it's line of sight.

More importantly, is "Obelisk walking" fixed?

I also have a rather insignificant request if possible. What about giving each vehicle it's own creation sound? Ala, like Tiberium Wars. Of course, they could all actually still use the same "Unit Ready" sound by default, but by enabling them to be separate, we'd be able to customize them. I wanted to use "Mammoth Tank Assembled" for the Mammoth Tank, but they all use the same voice sound, so that'd obviously also make APCs and even the Harvester have the same sound. Perhaps also giving GDI and NOD separate radio commands for the same reason as well (again, they could remain unchanged by default)? If it's alot of work, don't worry about it, but if it's simple, it'd offer some flexibility.jonwil wrote on Sun, 22 June 2008 02:55A fix for the PT chatbox so it wont scroll down when new chat is added unless you are already at the bottom of the boxAwesome! That was so annoying.