
Subject: Re: Message script bug?

Posted by [rrutk](#) on Tue, 20 Jan 2009 22:19:14 GMT

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Building, Vehicle or whatever and im gonna post another version with the "Building Repaired" Function tomorrow, its late g2g sleep now lol. The good thing is you need just to Replace the old Scripts.dll in your Renegade/data folder without reediting your Map because it will update and existing Code

tested and works! thx a lot!!

with the comming "repaired" script it solved a problem i had a long time!

but 2 bugs:

- 1.) It announces even an "attack" at the own teams installations, even if there is no real damage.
- 2.) It should have been a timer attached, so it repeads attack-messages every x seconds, if there is still attack. ATM there is only 1 attack-message.

200% would be different messages/sounds for NOD/GDI (triggered by team 0, 1)....
