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Subject: scripts.dll 1.4...

Posted by [Genocide](#) on Tue, 20 Jan 2004 18:55:33 GMT

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Well hey aint that about a bitch...

I wanted these to stay secret for FOF but oh well i guess the publics going to see them now:

Capture The Hand -

When player enters other players flag zone, the player gets the flag, then the cage becomes empty (hence on enter create zone, creation will be empty cage), when entering their own base, they have to enter their flag zone, once entered their flag zone the hand or (flag) will show up in the cage, and visa versa

Switch Animation Zone -

Once entering a specific zone, the main animation is changed, for instance once walking in the zone u will change to a swimming animation.

Cirtain Player Stance On Vehicles-

When entering a vehicle, the player/s inside show up with a specified stance. (We talked about this, and you said it was in production)

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