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Subject: scripts.dll 1.4...

Posted by [\[REHT\]Spirit](#) on Tue, 20 Jan 2004 23:00:19 GMT

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SomeRhinoGenocide!Thats already possible, Somerhino did it on his extras buggy.

Naw, it doesn't actually work in-game. The farthest I made on doing transition animations would only work on vehicles that you knew the ID number of, and involved several scripts and a text cinematic. It would work on vehicles placed on the map, but not vehicles constructed by a factory, so I threw that out and the extras buggy now has a first-person view instead. I think the testers enjoy that one more anyway.

Can't you then make it work in a new script, that way the ID isn't needed?

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