Subject: scripts.dll 1.4...
Posted by SomeRhino on Fri, 23 Jan 2004 03:51:02 GMT

How about a script that plays a text cinematic after recieving 5 specific customs? You could use this, for instance, if you wanted the player to complete 5 objectives before a cinematic is triggered. If you wanted less objectives, you could just have the script send itself some customs to fill in the blanks. Maybe allow 10 customs? I don't know, just a suggestion.