Subject: last call for scripts.dll 1.4
Posted by SomeRhino on Thu, 05 Feb 2004 03:26:12 GMT
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Hope I'm not too late, but I have a last minute request, if it's possible. I would appreciate a script where every time it recieves a custom, it draws a different model at a location. For instance, the first time it recieves 12345, it creates a banana model at a daves arrow. After recieving the custom again, it removes the banana and creates a hockey stick in the same location. I don't know the best way to go about doing this. Another option would be to have an object play the next frame of an animation every time it recieves the custom. Then we could just put all the models into one W3D, and animate the meshes' visibility accordingly in the order we want (if scripts can access animation data.)