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Subject: scripts.dll 1.5

Posted by [\[REHT\]Spirit](#) on Fri, 20 Feb 2004 15:56:05 GMT

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Havoc 89What about an animation play/pause script? it my be the key to get around mechs, example... when in a vehicle, and moving, the animation will play, but when not moving, it will pause.

can that be done?

Should be. Just need to use a timer to check if the mech's in the same position.

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