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Subject: scripts.dll 1.5

Posted by [\[REHT\]Spirit](#) on Fri, 20 Feb 2004 16:57:12 GMT

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General HavocOnly problem with that is like JW mentioned before. There is no way as of yet on how to play animations through a script. We can reference a W3D name via a script and manipulate it's position but not call different animation frames or tell it to play/pause/stop.

You actually can play an animation and have it work in MP! And if the animation say takes 2 seconds, then just make a timer that happens every 2 seconds, checking to see if it needs to play the animation again (if looping and stopping can't work).

Only issue is I don't know how well playing an animation constantly online works. But checking it every 2 seconds shouldnt really slow things down (I did a map where there were LOTS of bots constantly checking their position, didn't seem to slow down).

And I think somewhere down in the first page there was someone saying that sensors to detect stealth units isn't possible, however it can be done! Just depends on how you want it to be set up (like if you want the sensor to scream "BZZT!!! STEALTHED UNIT DETECTED! ALERT! BZZT!...", or what).

Heck if you guys give me some more details i might take a shot at some of this stuff.

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