
Subject: scripts.dll 1.5

Posted by [vloktboky](#) on Sat, 21 Feb 2004 02:36:07 GMT

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jonwilSet_Animation is confirmed to work since thats what the Test_Cinematic script uses but I dont know all the parameters so I cant use it yet. (help figuring out the parameters would be appreciated)

I could play with it tomorrow, the last 3 parameters are what looks to be confusing.

I've got some scripts made up that mainly relate to weather, such as Create_Rain_On_Enter, and stuff like that. I can also confirm that the Set_Clouds, Set_Lightning, Set_War_Blitz, Set_Wind, Set_Rain, Set_Snow, and Set_Ash work in MP, and what their parameters mean.

If you ever want to see my dynamic flowing weather, join BCServ3, 4, or 5 sometime. I see no problem in throwing that in as well for fan map use, if others want it.
