

---

Subject: scripts.dll 1.5

Posted by [kirby651](#) on Tue, 24 Feb 2004 19:13:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

for jump pads can you use bones? like

player enters zone, make w3d, attach player to bone of w3d file, play animation on w3d file, wait, remove w3d.

somthing along the lines of that?

oh and what about a script that forces a bot\bot tank fire his weapon.

---