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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Wed, 25 Feb 2004 09:52:40 GMT

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btw, to vloktbody (or anyone else working on Set\_Animation), I have figured out that const char \*unk1 is actually the subobject for that animation (i.e. the same thing as the sub\_obj\_name mentioned here <http://renhelp.co.uk/?tut=21> for play\_animation)

So that only leaves 2 parameters to identify.

To-do before I release:

1. Implement the Chronosphere script (about to do that, shouldnt take long)
2. Grab any scripts vloktbody (or anyone else) wants to submit
3. Write JFW\_Walking\_Animation if I can figure out how.
4. Write and/or get someone else to write (e.g. vloktbody) the 3 CTF ideas
5. Test the scripts and/or get them tested
- then 6. release 1.5

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