
Subject: Drop animations from Scripts.dll

Posted by [gibberish](#) on Tue, 09 Mar 2004 19:18:51 GMT

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Ok people I was trying to keep it simple so that the thread didn't deviate from the question I was trying to get answered, but that didn't work so:

Working Today

I have a heavily modified version of scripts.dll (Basically I have deleted everything except scripts.cpp and scripts.h)

One of this dll's many functions is to spawn a thread which opens a socket and listens for requests, once the external application connects it feeds type, position and heading information of all units in the game over the socket.

Attempting to do

What I am thinking about is creating a second game which intergrates with Renegade to provide a top down view of the level.

The idea is that there are two "Commanders" One GDI one Nod who get a CnC top down view of the map and can create additional AI units which are controlled directly by the commanders, or possiblity can be set to "Assist" other human players.

This is not a small project so I have asked a lot of questions about various aspects to get a feel about the scope and problems I am likely to encounter.

The problem I am trying to get an answer to at the moment is that if I create a vehicle using "create_object" it just appears on the map instead of driving out of the WF, and frankly it looks tacky.

So I was looking for a quick way to call the vehicle spawn scripts.
