Subject: scripts.dll 1.6 update
Posted by jonwil on Mon, 12 Apr 2004 08:44:36 GMT
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The last things left to do are:
1.finish coding the "force shield" stuff
2.get the last stuff I need from NeoSaber
3.get the last stuff I need from TheKGBSpy
4.fix JFW_Visible_Person_In_Vechicle and JFW_Visible_People_In_Vechicle
5.code the per-preset-model versions of same
and 6.test all the new stuff to see that it works.

Still dont have a clue why the visible person in vechicle stuff is busted, I dont even know where to begin because I dont have enough gmax skills to do a usable testcase to see it failing.