Subject: any1 who knows cinematic scripting
Posted by tarsonis9 on Fri, 25 Apr 2003 22:08:49 GMT
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for the damage modifier script, M00_Damage_Modifier_DME what parameter makes it stop all
damage to the vehicle? i tried 0 and it didn't work. any ideas?

Subject: any1 who knows cinematic scripting
Posted by General Havoc on Fri, 25 Apr 2003 23:01:14 GMT
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Okay here are it's parameters and their default values:

M00_Damage_Modifier_DME

Damage_multiplier = 0.00
Star_Modifier = 1
NotStar_Modifier = 1
Killable_By_Star = 1
Killable_By_NotStar = 1

I can't help you with the parameters as I have no clue what they do.

_General Havoc