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Subject: Scripts.dll 1.5 testers wanted  
Posted by [jonwil](#) on Sat, 28 Feb 2004 14:58:45 GMT  
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I need people who can help test the new scripts in the scripts.dll 1.5.  
I especially need people with modeling skills who can make some of the models needed to test out the new scripts (such as the much requested JFW\_Vehicle\_Animation which should work for bots, mecha & other vehicles that need to animate when they move)

I have almost finished the scripting (only 3 scripts left to write) so now I need testers

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Subject: Scripts.dll 1.5 testers wanted  
Posted by [TheKGBspy](#) on Sat, 28 Feb 2004 21:09:44 GMT  
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hum animation scripts for mech type vehicles?

sound very interesting \*cough\*terrordrone\*cough\*

is it only functional for computer controled vehicle? or vehicle controled by players will work too?  
(or supposed to work.. that why you asking us to test )

yea ill test this one!

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Subject: Scripts.dll 1.5 testers wanted  
Posted by [jonwil](#) on Sat, 28 Feb 2004 22:40:55 GMT  
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Well I dont know if it will work or not (hence the need for testers) but it will work for player controled vehicles and AI vehicles.

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