

BJScripts - Feature - Enhancement #1822

Additional Wait Command

2017-02-11 04:53 AM - bjcasey

Status: Implemented	Start date: 2017-02-11
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description On the wait Command, can we add another type of check.....Example: Wait for Actor[X] and do a proximity check, like $\{\text{Math.Distance}\{\text{\$}\{\text{Me.X}\},\{\text{Me.Z}\},\{\text{Actor[X].X}\},\{\text{Actor[X].Z}\}\} < \{\text{Proximity}\}$	

History

#1 - 2017-02-19 09:02 AM - bjcasey

- Status changed from New to In Progress

#2 - 2017-02-20 03:22 PM - bjcasey

- Status changed from In Progress to Implemented

Added an additional type of wait: For Actor Proximity



This will be available with Patch # 151.