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Subject: calling for more script ideas

Posted by [Anonymous](#) on Sun, 12 Jan 2003 22:17:00 GMT

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Would it be possible to make a script that would allow vehicles to behave like bots? Also, how about a script that would be attached to building controller that could play various sounds based on building health. For instance when a power plant's health dropped to 25%, a base wide alarm could be activated.

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