
Subject: scripts that will be in the new dll

Posted by [Anonymous](#) on Thu, 21 Nov 2002 21:26:00 GMT

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good job WW, greg, dante and Jo!just a question, can WW add another script?Something like:Disable_spawner_onDestroyi attach script to a buildingwhen its destroyed a spaner is disabled (or enabled...)Params:- SpawnerID - id of the spawner- Enable - enable or disable the spawner (1=enable, 0=disable)Could u do this one plz?
