
Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [jonwil](#) on Fri, 16 Jul 2004 11:51:41 GMT

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other possible things I am working on:

A fix for the infamous "repair bay" bugs

something usefull may come from being able to call

SmartGameObj::Grant_Stealth_Powerup(float)

also C4GameObj::Defuse(void) and BeaconGameObj::Set_State(int) may or may not be usefull.

VehicleFactoryGameObj::Set_Max_Vehicles_Per_Team(int) also looks cool... (would be great for a way for server admins to set the team maximum vehicles although that would need to be a new console command or something)

VehicleFactoryGameObj::Request_Vehicle(int,float,SoldierGameObj *) might be usefull to code up a way to create vehicules at the war factory/airstrip via scripts...
