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

Posted by [Havoc 89](#) on Sat, 17 Jul 2004 03:18:50 GMT

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how about a script that hinds a selected object from a vehicle after fireing.

for example

v\_Scud\_missile (which is the scud missile) so when you fire that object will hind for a certail period of time. This could help with making visiable missiles, bombs, etc... to be hidden once fired.

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