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

Posted by [jonwil](#) on Sun, 18 Jul 2004 23:52:42 GMT

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on, another script JFW\_Custom\_Destroy\_All\_Buildings.

This will take a team ID and will destroy all buildings of this team, thus ending the game.

edit: I am now going to use

BaseControllerClass::Set\_Base\_Destroyed(bool)

to end the game (if I can find out how that is)

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