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

Posted by [Mad Ivan](#) on Mon, 19 Jul 2004 19:36:19 GMT

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What about a script that will change the player`s side when he is at a location.Eg.Transitions between GDI, Nod, Mutant, Civilian.

If possible it might as well be a piece of the puzzle to get more then 2 playable sides in Ren

Also, another idea is a script that changes the player`s side when he is killed by tiberium

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