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Subject: scripts.dll 1.8 progress report

Posted by [jonwil](#) on Wed, 21 Jul 2004 06:18:53 GMT

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ok, 2 more

Kill\_All\_Buildings\_By\_Team (kills all the buildings of the specified team which will end the game)

Repair\_All\_Buildings\_By\_Team (takes a team, the ID of the "construction yard" building and how much health to repair and will repair all buildings by the specified amount except the passed in one. Can pass 0 if you want all buildings to be repaired.)

This would be called every <time> seconds inside e.g. JFW\_Construction\_Yard.

And Damage\_Nearest\_Buildings\_By\_Team (which will damage all buildings within a certain radius of a particular location by a certain health)

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