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Subject: scripts.dll 1.8 progress report

Posted by [Deactivated](#) on Fri, 23 Jul 2004 06:05:42 GMT

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OK, this one shouldn't be too hard:

This works like the ConYard repair script, but deducts X amount of money from the team every X seconds (if possible, this should happen when the building is being repaired). If the amount of total credits for the team is less than X credits, the repairing stop until it exceeds the amount again.

This includes a sound that plays when credits are deducted (Credit tick down sound).

A clone should be created for the vehicle script.

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