
Subject: scripts.dll 1.8 progress report

Posted by [jonwil](#) on Sat, 24 Jul 2004 00:25:50 GMT

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ok, added JFW_Warp_On_Pickup_Team, JFW_Refill_Buy, JFW_Vehicle_Buy, JFW_Powerup_Buy and versions of the Building_Gun, Base_Defence and Repair_Zone scripts that use Is_VTOLVehicle.

I hope (depending on when I get the stuff from TheKGBSpy and any fixes from NeoSaber for the Base_Defence stuff he was working on) to have 1.8 finished and ready for QA/testing soon.

One script idea I plan to add is JFW_Refill_Powerup. This will go on a powerup and basically act like the refill button on a PCT (there will be a zone version of same too). Should be useful for Deathmatch maps
