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Subject: I need scripts.dll 1.9 ideas

Posted by [jonwil](#) on Fri, 06 Aug 2004 22:59:46 GMT

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ok, I took the "get vehicle owner" thing off the list (because I cant find the needed variable) and I moved the various engine calls that interrogate the vehicle contents to a later version.

I have also added these:

```
bool Is_Powerup(GameObject *obj); //is a PowerUpGameObj
bool Is_C4(GameObject *obj); //is a C4GameObj
bool Is_Beacon(GameObject *obj); //is a BeaconGameObj
bool Is_Armed(GameObject *obj); //is an ArmedGameObj
bool Is_Simple(GameObject *obj); //is a SimpleGameObj
bool Is_PowerPlant(GameObject *obj); //is a PowerPlantGameObj
bool Is_SoldierFactory(GameObject *obj); //is a SoldierFactoryGameObj
bool Is_VehicleFactory(GameObject *obj); //is a VehicleFactoryGameObj
bool Is_Airstrip(GameObject *obj); //is an AirstripGameObj
bool Is_WarFactory(GameObject *obj); //is a WarFactoryGameObj
bool Is_Refinery(GameObject *obj); //is a RefineryGameObj
bool Is_ComCenter(GameObject *obj); //is a ComCenterGameObj
bool Is_RepairBay(GameObject *obj); //is a RepairBayGameObj
```

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