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Subject: I need scripts.dll 1.9 ideas

Posted by [vloktboky](#) on Fri, 13 Aug 2004 02:40:12 GMT

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A.) It isn't possible as of yet. Unless you can reenabale the PT menus or whatever settings the building retained before it was killed, you aren't going to do anything but allow it to be killed again.

B.) Horrible gameplay idea. The object of the game is to destroy the enemy base. If you could rebuy your buildings everytime you lose one, the game would never end, and would lose any fun it once had.

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