Subject: final list of stuff new to scripts.dll 2.0
Posted by Dan on Mon, 04 Oct 2004 05:35:41 GMT
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Its basically the exact same thing as Black Cell have in their servers, when a tank is destroyed that has the script attached to it, then it will drop a destroyed tank model that you have specified. When it is repaired, the tank is brought back to life again (only brings it up to working order so you have to fully repair it). The 2nd part of the script enables you to attach it to an already placed wreckage so that when it is repaired, it will drop a tank.