
Subject: scripts.dll 2.1

Posted by [jonwil](#) on Mon, 17 Jan 2005 11:54:06 GMT

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also:

JFW_Hunter_Seeker which is a script that will, when created, pick one of 3 waypaths at random.

It will then trigger a "follow waypath"

When this is completed, it will search for a nearby unit and will proceed to go to their location and explode.
