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Subject: Re: scripts.dll 2.4

Posted by [bisen11](#) on Mon, 30 Jan 2006 04:05:20 GMT

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Scripts that kill spawners on the event of an objects death. A way to make more than one repair building for a base. (say a building on the right repairs the buildings near it and one on left repairs ones near it). And is there a script to make a bot shoot while following a waypath?

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