Subject: Re: scripts.dll 2.4
Posted by danpaul88 on Sat, 04 Feb 2006 18:32:26 GMT
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How about a modified set of the base_defense scripts which allow you to set two Attack Timers, one for when the base power is on, and one for when base power is offline.

This would allow for vehicles to be setup as semi power dependant, taking longer to reload when they have less power...