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Subject: Re: scripts.dll 2.7 WIP update

Posted by [danpaul88](#) on Mon, 24 Apr 2006 16:12:26 GMT

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jonwil wrote on Wed, 19 April 2006 12:29 Thanks to WD, some new scripts:

MDB\_Base\_Defense\_Popup\_No\_VTOL

MDB\_Base\_Defense\_Popup\_VTOL\_Only

MDB\_Base\_Defense\_Popup

MDB\_Send\_Custom\_Enemy\_Seen

Just out of interest, in what way do these differ from the jfw\_base\_defense\_animated scripts? I tried using those ones before but they didn't work how i needed them too because when the turret was undeployed it was unable to see enemies, and would therefore never deploy (as the muzzle was underground until deployed).

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