
Subject: Re: Dont expect much from me for a while + scripts.dll 2.8 WIP
Posted by [Tunaman](#) on Mon, 15 May 2006 06:17:57 GMT

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Very nice!

jonwil wrote on Mon, 15 May 2006 01:17

Thirdly, I have figured out the innards of BaseControlerClass which means a few new engine calls are now available, including:

engine call to enable/disable ability to buy vehicles for a team

engine call to enable/disable ability to buy infantry for a team

engine call to enable/disable power for a team (handles the extra costs and build time too)

engine call to enable/disable radar for a particular team (same as what happens when a com center is destroyed)

All of this stuff should work over the network just fine without bhs.dll on the client.

I'm guessing that this means you could be able to basically emulate buying back buildings!? Very good work!

Can enabling the power for the team also bring back the base defences as well?
