Subject: Re: Complete changelog for scripts.dll 2.8
Posted by jonwil on Fri, 23 Jun 2006 13:31:48 GMT
View Forum Message <> Reply to Message

Thanks to WhiteDragon for all his help beta testing 2.8
Also, thanks for these new scripts:
MDB_Water_Zone
MDB_Water_Unit
Scripts to make amphibious APCs, hover MRLSs and other such units that can go over water
work.
MDB_Vehicle_Limit Script for implementing a vehicle limit if you arent using the new vehicle
factory logic
MDB_Mine_Limit Script to handle changing the mine limit
MDB_Unit_Limit Script to implement a unit limit (e.g. for hero units)
MDB_Send_Custom_On_Key Script to send a custom when a key is pressed
MDB_Remote_Controlled_Vehicle
MDB_Remote_Controlled_Vehicle_Bot
Scripts for a remote controled vehicle (could be used for a terror drone or a hunter-seeker I)
MDB_ExpVehFac_Helipad
MDB_ExpVehFac_Naval
MDB_ExpVehFac_Vehicle_Factory
MDB_ExpVehFac_Cinematic
MDB_ExpVehFac_Cinematic_Vehicle
MDB_ExpVehFac_Limit
Scripts that implement a fully working helipad and naval yard setup. Now you can have helipads
and/or naval yards and not only that, you can purchase the flying or naval vehicles from any
normal PT.

2.8 will be out soon, just one last issue to solve then I can release it.