
Subject: Re: Scripts.dll 3.1 is out.

Posted by [Halo38](#) on Wed, 27 Dec 2006 00:33:31 GMT

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jonwil wrote on Thu, 21 December 2006 09:50A script JFW_Sell_Zone. When this zone is entered by a vehicle of the matching team, the driver hears a sound and has a keyhook attached to them. If the vehicle leaves the zone, the keyhook is removed. If the keyhook is pressed, the person who was the driver at the time the vehicle entered the zone gets 50% of its cost (read from the PT data), anyone inside the vehicle is ejected and then it is destroyed.

lol, brilliant stuff

Haven't had a chance to mess about with them but keep the shader updates coming can't wait to see them
