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Subject: Re: Brenbot.dll (basedefences)

Posted by [RidoYugo](#) on Wed, 02 Jan 2008 17:31:59 GMT

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now i've got the script brenbot.dll

that has a rebuildable base defence script.

so when a base defences(guard tower, turret & gun Emplacement) is destroyed there spawns a cd and if you walk over that cd you pay 100 credits. And when you have payed the money for how many a guard towers cost >> the towers respawn then.

But the script only works with (guard tower, turret & gun Emplacement).

And i want add Nod Ceiling Guns.

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