
Subject: Re: Details of some of the features in 4.0
Posted by [Wiener](#) on Thu, 01 Oct 2009 07:25:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

hell of a list: seems the coders had a very busy time THX for that dedication

Quote:New script JFW_Empty_Vehicle_Timer which will destroy an empty vehicle if it remains empty for a certain period of time
Does that mean I cannot park an empty vehicle for the entire game? Like a stolen enemy tank (to decrease their limit) or one to block the harv at the bay?

Quote:Cleaned up screenshot code to eliminate screenshot lag and to work better in windowed mode
will print screen work on endgame screen?