
Subject: Re: Mod-related changes in scripts 4.1
Posted by [jonwil](#) on Sun, 08 Dec 2013 23:23:10 GMT
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The Reborn EMP effect uses Set_Freeze on infantry units which causes the infantry unit to not be able to use any of its controls.
Although that may not work for what you want.
Will have to see about something similar for just blocking movement.
