
Subject: scripts.dll 1.3.1 is out

Posted by [Deactivated](#) on Tue, 23 Dec 2003 08:42:01 GMT

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Comm_Jammer script idea

Shuts down radar for anyone who enters this zone but not for own team.

Radar is enabled again after leaving the zone.

The script becomes disabled when the Comm Center or Power Plant is destroyed.

Example:

-Nod soldier enters GDI Comm Center, Nod soldier's radar is disabled.

-Nod soldier leaves GDI Comm Center, Nod soldier's radar is enabled.

Expectation:

If Nod Comm Center or Power Plant is destroyed, there will be no effect.

Radar will stay offline.
