
Subject: Vehicles: What's possible with scripts.dll
Posted by [YSLMuffins](#) on Sun, 22 Feb 2004 22:44:02 GMT
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This may seem off-topic, but not really...

Is it possible (or already possible) for one script to disable another script for the rest of the game?

For example, all GDI vehicles would have a repair script attached to them (in the preset library). Perhaps when the repair pad dies, it sends out a custom to disable the unique repair script so that it stops working for the rest of the game.
