Subject: scripts.dll 1.6 update Posted by jonwil on Mon, 12 Apr 2004 11:07:32 GMT View Forum Message <> Reply to Message

Basicly, when it is charged up, you can enter a zone to activate it. For a limited time (settable when you use the script in ur map), it makes your buildings invulnerable to all weapons (except for a weapon big enough to kill it from full to dead in one hit which means it wont stop a beacon unforutnatly, this "bug" is an engine limitation ) There is another script that I have created that works differently and may overcome this limitation but until all these scripts are tested, I cant say for sure.

Anyhow, the coding for it is finished but it hasnt been tested yet.

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