
Subject: scripts.dll 1.6.1

Posted by [jonwil](#) on Tue, 20 Apr 2004 06:45:19 GMT

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ok, I just added another script to 1.6.1

Its the same as JFW_Building_Gun except every shot it fires alternates between primary fire and secondary fire i.e. primary-secondary-primary-secondary and so on.

Usefull to do e.g. a true TD advanced guard tower (no guns and fires 2 powerfull missiles at once), then you would add regular Guard Towers like in TD.
