
Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 20:55:00 GMT

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quote:Originally posted by Jonathan Wilson:JFW_Aircraft_Fuel makes an aircraft only active for a limited time after you enter it. Sending it a message will reset the timer.What about an ammo refill zone? So the air units can only have limited ammo. (More realistic)And it would be really nice if the user could just get weapons instead of new characters with weapon. Or if they'd like to choose a character each one would have a default weapon like they normally do. Probably isn't possible...
