
Subject: scripts.dll progress report

Posted by [Anonymous](#) on Fri, 06 Dec 2002 20:09:00 GMT

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ok, some more scripts I am working on:JFW_Radar_Scramble & JFW_Radar_UnScramble.Both trigger on zone entry and they will work as expected.they will take IDs of communications center and PP and if the buildings are destroyed, they wont turn radar off.Note: Scrambling radar (like poking and probobly bunch of other stuff) might not work in multiplayer.
