

---

Subject: scripts.dll progress report

Posted by [Anonymous](#) on Thu, 05 Dec 2002 15:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

hmmm I am working on making deployable building and one of your scripts in particular would be most useful. Do you think there is anyway to make a script that would show a text message everytime a dynamic object was attacked, a deployable turret for example, or show a message when an enemy passed by it?

---