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Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [YSLMuffins](#) on Wed, 14 Jul 2004 15:41:42 GMT

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So with those scripts, I can attach a 'regenerate health script' to every tank and with the destruction of the repair facility, tanks will stop regenerating their health?

Well, that's not specific enough. With those scripts you mentioned, I can 'destroy' another script? Not any object ingame, but a script?

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