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

Posted by [Madtone](#) on Wed, 14 Jul 2004 20:39:01 GMT

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Is there such a script that exists with this concept in mind:

<script> keeps executing if <value> = "true"

For example (inspiration taken from YSLmuffins post):

<Building> keeps repairing itself as long as <value> = "True"

Then the <power plant> is destroyed and <value> is set to "False"

So now <building> cease's to repair itself because <value> = "False"

Im not sure, but does such a script exist?

EDIT:

*** Script Idea ***

Name: Group_Purchase

Description: A way for a group of players on the same team put their funds together to purchase 1 big expensive thing.

Basic Concept: Player walks into script zone and a set amount of credits are taken and put into a variable of some kind. Once variable is equal to the cost of the object intended to be purchased the object is placed onto the map at a set point.

Detailed Concept: <player> walks into <purchaseZone> and <SetFunds> are taken off the <player>'s credits and put into <CurrentAmount> then once <CurrentAmount> is equal to <PurchaseAmount> then <DefinedObject> is created at <coordinates>

Possible Use: The team is on their last leg and have heaps of credits but no warfactory or Barracks, so they all agree to go onto the the construction yard and pitch in to get a new turret, once they put in enough the turret is created at the front of the base.

Would give it more of a C&C feel and would be a great addition, what do you think... Good/Bad idea? Possible?
