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

Posted by [YSLMuffins](#) on Sat, 17 Jul 2004 02:31:31 GMT

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How about a way to set a 'global' custom, so as long as as a certain custom is set to 'true', a script does what it's supposed to do?

I.E., a 'JFW_Set_Global_Custom', when attached to a building, executes at the beginning of the game. And another script, 'JFW_Set_Global_Custom_On_Death', sets a custom when the thing the script is attached to dies, so this way, the global custom can be changed.
