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

Posted by [jonwil](#) on Sat, 17 Jul 2004 09:35:59 GMT

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ok, having found GameObjManager::BuildingGameObjList, I am now doing 2 things. 1.a new construction yard script that doesnt need to know the IDs of the buildings beforehand and 2,change the plan for JFW_Building_Damage_Controller so that it too doesnt need the building IDs hardcoded.

I am also possibly going to add some new script commands to deal with buldings. (for exampe one to find the nearest building of a particular team to a given location and maboe others, dont know yet)
