Subject: I need scripts.dll 1.9 ideas
Posted by jonwil on Sat, 07 Aug 2004 08:19:04 GMT
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ok, added int Get_Team_Player_Count(int Team).
Thanks to vloktboky for this as well as Damage_All_Vehicles_Area and Damage_All_Objects_Area.

And, in case its not clear enough already, thanks to NeoSaber for all the great work he has done on the scripting for Renegade Alert.