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Subject: I need scripts.dll 1.9 ideas

Posted by [flyingfox](#) on Fri, 13 Aug 2004 01:08:17 GMT

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well, here's a quick thought idea. You know the black-cell mod that lets low key defenses be rebuilt via a blue icon? Well, what if you were to apply this to every building, but quirk it up a little. Let's say your weapons fact. was destroyed. Your team donated like 3000 credits to the blue moneybox, and it "re-enabled" the weapons factory. But, it only allowed you to purchase weaker vehicle like the humm-vee and apc. More money being donated would allow the better vehicles to become available, and if it was re-destroyed then everything would become unavailable again. I suppose you would have to "undestruct" the structure models which I'm not sure is possible. But it would be good for a barracks/hand of Nod, to be able to buy into officer class when you've lost it so that you don't have to use standard soldiers for the rest of the game.

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