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Subject: scripts.dll 2.0, what will be in it

Posted by [jonwil](#) on Sun, 26 Sep 2004 10:34:11 GMT

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ok, more stuff:

scripts:

a means to turn a vehicle on and off (i.e. send it one custom to disable the vehicle and another to enable it, used for e.g. the Robot Tanks in RA2 and the EMP Cannon in TS)

Appropriate calls and stuff will be made to do all the right things too.

Also, a Mobile Sensor Array script/calls/etc will be considered.

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