
Subject: Re: final list of stuff new to scripts.dll 2.0
Posted by [weetbix](#) on Mon, 04 Oct 2004 04:01:28 GMT
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jonwilscripts from Dan:

script to drop a destroyed tank on death
script to enable repairing the destroyed tank and bring it back to life

Do those scripts do the same thing as TFX_Spawn_When_Killed and
TFX_Replace_When_Repaired (which are already in scripts 1.9.3)?
