
Subject: final list of stuff new to scripts.dll 2.0

Posted by [Dan](#) on Mon, 04 Oct 2004 13:33:55 GMT

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weetbixWell thats exactly what TFX_Spawn_When_Killed and TFX_Replace_When_Repaired do.

I personally don't see a reason to have two scripts that do the exact same thing but if they are put in then it doesn't matter.

Well, the 2 scripts work with each other to do what they do. The first one is attached to a vehicle with the preset of a wreckage to drop when the tank dies. When the tank dies, it drops a wreckage, and attaches the second script to it, which enables the wreckage to make a new tank when it is rebuilt. The joy of having the 2 separate scripts, is that if you have a map/level where there are tanks around that you want to be rebuildable, then you can attach the 2nd script to it and tell it what thing to make when it is repaired.

I also have a few improvements in mind for the next scripts.dll version. Depends on how much other work I have.
