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Subject: Re: scripts.dll 2.8 WIP update

Posted by [jonwil](#) on Wed, 31 May 2006 23:30:07 GMT

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Some new engine calls I added:

```
int Building_Type(GameObject *obj); //returns the type of a BuildingGameObj
```

```
bool Is_Building_Dead(GameObject *obj); //Does the game consider the building dead
```

```
GameObject *Find_Building(int team,int type); //Find a building by team and type
```

```
GameObject *Find_Base_Defence(int team); //Find base defence for a team
```

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