

---

Subject: Re: scripts.dll 2.8 WIP update

Posted by [Whitedragon](#) on Thu, 08 Jun 2006 03:28:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Some new scripts of mine that will be in 2.8:

The Expanded Vehicle Factory set of scripts

These will allow a proper implementation of helipads and naval buildings.

Flying/naval vehicles will be purchasable from the PT just like normal vehicles but will fly in to/spawn at their respective buildings.

**MDB\_Unit\_Limit**

Limits how many of a certain unit can exist at a time. Disables the PT icon for this unit when the limit is reached.

**MDB\_Remote\_Controlled\_Vehicle**

Allows a player to control a vehicle without actually being in it.

**MDB\_Vehicle\_Limit**

Sets the vehicle limit on creation.

**MDB\_Mine\_Limit**

Sets the mine limit on creation.

---