
Subject: Re: vehicle upgrades in mod.

Posted by [Titan_HQ](#) on Fri, 09 Jun 2006 19:53:37 GMT

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

danpaul88 wrote on Fri, 09 June 2006 20:33 You could make a purchase zone and use some scripts to do it... I believe there is one for changing a vehicle model while you remain in it, you would switch it to the model / preset with the lower speed and extra weapons... don't know which scripts off the top of my head though...

Are the scripts needed in scripts.dll?
