
Subject: Re: Moving towards scripts.dll 2.9
Posted by [Blazea58](#) on Thu, 06 Jul 2006 12:38:05 GMT
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Jerad Gray wrote on Wed, 05 July 2006 20:07: I would like to request some new scripts for scripts.dll. If any one reads this and can help me please reply:

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Yea i think all those features would be nice, especially for planes because that is one reason why i for one don't like adding airplanes into maps , too many limitations right now. If the disabled reverse alone could be done it would improve aircraft physics quite alot

Quote:Another script that would be helpful would be a script that said after a vehicle started moving and then stopped it would

blow up. Well actually what I am looking for here is if it hit some thing it would blow up, once more for and air plane

Yea i think this feature could benifit many things like having remote control missles o.O or stuff like rigging cars with bombs "derka derka style"
