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Subject: Re: command editing

Posted by [Jerad2142](#) on Fri, 17 Nov 2006 20:37:00 GMT

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hurricane wrote on Sun, 29 October 2006 07:29: build and then you can build some units in the list

This could easily be done through the script "MDB\_Sidebar\_Key". But the turrets would require some actual scripting, the downside to the !build idea would be the the person would have to type the whole name after !build (unless you abbreviated it, but then they would have to know the abbreviations for the item) and for people who were slow at typing this would be huge disadvantage, but it will have to be done through the !build method for the turrets no matter what. But the disadvantage to the "MDB\_Sidebar\_Key" script is that you would be able to buy different infantry in the field and thing like that, unless you modify the script.

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