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Subject: Re: Message script bug?

Posted by [mr£\\$Ä-z](#) on Tue, 20 Jan 2009 20:24:25 GMT

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Here a Compiled Scripts.dll with:

MR\_Attack\_Announce (Under Attack Message)

Parameters:

Health (Example 25, when the object has reached 0-25HP then it will Display the "Under Attack Message")

Red, Green, Blue: (These are the Message Colors)

Under\_Attack\_Sound: (Fill in the .wav sound of "Turret Under Attack").

Under\_Attack\_Sound: (Fill in the Message to Display ("Nod Turret Under Attack").

MR\_Death\_Announce (Death Message)

Parameters:

Destroyed\_Sound: (Fill in the Sound of "Nod Turret Destroyed").

Red, Green, Blue: (These are the Message Colors)

Destroyed\_Message: (Fill in the Message to Display ("Nod Turret Destroyed").

Download the Compiled Scripts.dll here: [Download](#).