
Subject: Re: Details of some of the features in 4.0
Posted by [Sladewill](#) on Thu, 01 Oct 2009 21:46:51 GMT
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Wiener wrote on Thu, 01 October 2009 02:25hell of a list: seems the coders had a very busy time
THX for that dedication

Quote:New script JFW_Empty_Vehicle_Timer which will destroy an empty vehicle if it remains
empty for a certain period of time
Does that mean I cannot park an empty vehicle for the entire game? Like a stolen enemy tank (to
decrease their limit) or one to block the harv at the bay?

Quote:Cleaned up screenshot code to eliminate screenshot lag and to work better in windowed
mode
will print screen work on endgame screen?

Why not make your own script server side, most ppl play on servers not on there own
