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Subject: Re: script or stock replacement for?  
Posted by [Xpert](#) on Mon, 05 May 2014 03:13:57 GMT  
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UnitXc wrote on Sun, 04 May 2014 14:35hi peeps.

I used the above scripts on my map Platforms to enable the destruction of any vehicle that fell off the map and any aircraft that flew too low in the map also.

it worked great but it seems this script is no longer present in scripts dll,

Oh, that explains why the vehicle didn't explode last night when we ran the map on Jelly. (Yes Unit, I set the map, we played a nice 12+ v 12+ )

Did you try using the scripts Iran made that I pointed out to you, or did it not do what you wanted?

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