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Subject: scripts.dll 1.3

Posted by [General Havoc](#) on Fri, 12 Dec 2003 20:37:51 GMT

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SeaMan

Wouldn't it be easier just to disable these weapons through Commando Editor?

It's impossible to do that as they are hard coded into the game engine. You cannot modify spawners in any way in a MIX file as they will always get overridden. Same goes for trying to spoof the C4 on the spawner, it reads it from a copy of the objects.ddb so that won't work.

However a script that can ungrant a powerup may work if it's possible to write such a script.

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