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Subject: scripts.dll 1.3

Posted by [Deactivated](#) on Tue, 16 Dec 2003 13:10:21 GMT

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That's great news! Finally it's possible to implement vehicles with visible drivers properly.

Another script idea:

Vehicle\_Reload\_Zone

This script fills (reloads) ammo to max value for any vehicle that enters this zone. This could be useful for either a helipad or repair facility.

There should be a time-based threshold so they player won't try to camp in the area with infinite ammo.

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