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Subject: scripts.dll 1.3.1 is out

Posted by [Cpo64](#) on Sat, 20 Dec 2003 23:44:46 GMT

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The base defences have a script to ignore buildings don't they?

I personally wouldn't use this script in a standard c&c map.

But I do have a few ideas.

You wouldn't want all the buildings to have this script, because then things would get confusing spawning in an enemy building, lol.

Another idea, would it be possible to set something up like what is done BF 1942 with the control points?

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