
Subject: scripts.dll 1.3.1 is out

Posted by [General Havoc](#) on Tue, 23 Dec 2003 13:56:25 GMT

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SeaManComm_Jammer script idea

Shuts down radar for anyone who enters this zone but not for own team.

Radar is enabled again after leaving the zone.

The script becomes disabled when the Comm Center or Power Plant is destroyed.

Example:

-Nod soldier enters GDI Comm Center, Nod soldier's radar is disabled.

-Nod soldier leaves GDI Comm Center, Nod soldier's radar is enabled.

Expection:

If Nod Comm Center or Power Plant is destroyed, there will be no effect.

Radar will stay offline.

Can Already be done using scripts.

Attach a "_Zone_Send_Custom" script to a script zone then get it to send a custom to "JFW_Toggle_Radar", which disables the radar for the team you specify. Then attach "JFW_Death_Send_Custom" to the powerplant and comms(automatically does it for comms anyway) to send a custom to the zone which destroys the zone and disables the radar "JFW_Custom_Destroy_Object".
