
Subject: scripts.dll stuff

Posted by [TimeFX](#) on Thu, 15 Jan 2004 11:26:12 GMT

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Hi

Thanks for information.

I expected that printing strings isn't working

(I have another idea to to it, but I have to try it out)

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To toggle the radar could be possible, but I dunno how.

I played a multiplayer map with com center - and the radar was turned off when it was destroyed -

I hope this is possible with scripts too /or maybe it was a script?!

hmmm. The mapname was C&C_Conquest_Island. Who's the author?

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Is there any way to show the charging progress bar from ION Cannon Beacon / Nuke Beacon with a script?

Thx so far,

TimeFX
