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Subject: scripts.dll 1.5

Posted by --oo00o00oo-- on Thu, 19 Feb 2004 01:25:22 GMT

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1) healing area around a vehicle or structure?

(like an ambulance can heal any infantry unit withing 20 meter)

(same with a structure but it can heal both vehilces an infantry)

2) something like a sensor array? when cloaked units come within its range, they can be seen.

(dont know if these can already be done)

3) when a certain building gets destroyed u can no longer buy high-tech units

(example: in Reneage you lose the "tech" building. now as gdi u can no longer make mammys or the 1000 dollar character. but the other "low tech" units can still be made)

4) kinda the same as #3. when u lose a certain building u can no longer buy ion/nuke beacons.

(example: gdi lose a building modeled like the ion cannon. now the can no longer buy ions)

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