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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Thu, 19 Feb 2004 14:02:54 GMT

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firstly, the vehicle that heals = not possible.

But, for buildings its possible.

Making something thats tthe same as the repair bay but for infantry only or infantry & vechicles is possible.

Sensor for detect cloaked units = not possible

As for "not able to buy stuff when building gets blown up".

Its not directly possible.

But there are some kludgy hacks that can make something similar happen.

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