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Subject: scripts.dll 1.5

Posted by [kirby651](#) on Sun, 22 Feb 2004 18:28:43 GMT

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a invisible turret that shoots invisible bullets that do no damage. if you want an alarm put a fire sound on the bullet and swap the turret for an alarm box. if a stelth unit comes in range the alarm will go off and the stelthed unit will shimmer... what about how if your helth is red you destelth? can you use that?

and insted of a buy weapon zone or ptc zone have a Poke\_buy\_weapon and Poke\_buy\_object zones have a setting for buying chars

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