Subject: possible scripts.dll 1.8 in the works
Posted by Deactivated on Mon, 31 May 2004 11:17:30 GMT
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COM_Airstrike_Controller
Iniates time-delayed (charging) Airstrike flare spawing once all SAM Sites have been destroyed on the map.
It will not spawn (time-delayed) another beacon until the beacon is placed.
Plays text cinematic once the beacon object exists on the map.
Will become disabled if attached building (Comm Center) is destroyed.

COM_SupplyDrop_Controller
Iniates time-delayed (charging) Supply Air-Drop flare spawing.
It will not spawn (time-delayed) another beacon until the beacon object exists on the map.
Plays text cinematic once the beacon object exists on the map.
Will become disabled if attached building (Comm Center) is destroyed.

COM_IonCannon_Controller
Iniates time-delayed (charging) Ion Cannon beacon spawning.
It will not spawn (time-delayed) another beacon until the beacon object exists on the map.
Will become disabled if attached building (Advanced Comm Center) is destroyed.

COM_Temple_Nuke_Controller
Iniates time-delayed (charging) Nuclear Missile beacon spawning.
It will not spawn (time-delayed) another beacon until the beacon object exists on the map and plays an animation (Silo doors open).
When the beacon object no longer exists on the map, it will play the animation backwards (Silo doors close)
Will become disabled if attached building (Temple of Nod) is destroyed.