If you don't mind me asking, SK, how do you creating the new dialogs? Not the entire code to display it, I just mean, do you have some text file set up where you type things like "make dialog("Purchase Terminal");" in it or is this all edited through an exe? Or is this say, in a scripts.dll file or something similar?

This could open up a lot. Such as commanding AI, that may be nice for skirmish.