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Subject: I need scripts.dll 1.9 ideas

Posted by [jonwil](#) on Sun, 08 Aug 2004 05:47:09 GMT

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ok, I added new functions (thanks to vloktboky)

```
void Disarm_Nearest_Beacon(GameObject *Host, int Team, bool Nearest) //disarms the nearest beacon
```

```
bool Change_Player_Team(GameObject *obj, bool Retain_Score, bool Retain_Money, bool Show_Host_Message) //changes the players team
```

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