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Subject: scripts.dll 1.3

Posted by [Titan1x77](#) on Fri, 12 Dec 2003 17:41:37 GMT

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Hi....could you add a script that you can attach to a spawner so when upon 1st spawn (either when you 1st join or after you die) you can disable any C4 or weapons on them. This is a problem in .mix format where no matter what you do in Level edit you spawn with c4 your pistol and the rifle.

and on the give money script can you make a parameter for only Nod or only GDI?

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