Subject: scripts.dll 1.5
Posted by --oo00o00oo-- on Mon, 23 Feb 2004 14:42:32 GMT
View Forum Message <> Reply to Message

another thought on script that would make certain things unbuyable apon a certain event.

a script that would alter the cost of a certain purchasable item??

(wonder cuase there has to be some way for the game to double the price of all the units after the power plant is destroyed....hmmm maybe this is already psooible)

examples: (taken and altered from my previous post)
ion cannon is destroyed = ion beacon now cost 9999999 credits
high tech building is destroyed = all high tech units cost 999999 credits

(see people get lots of credits in games, bu nowhere near 99999999)