Oh oh oh oh! I can try making maps to test out these scripts, but I have ideas for scripts.1) Is it possible to clone the AGT or Obelisk script, but instead of it just being an exact clone, would it be possible to define what weapon the script spawns? This would be a huge help in creating new defensive structures.2) Perhaps with the SAM Site logic script, I've found that if the aircraft flies too low it won't fire. Perhaps we could define what the SAM Site may attack via the vehicle preset IDs?