
Subject: scripts I am going to write.

Posted by [Anonymous](#) on Sun, 12 Jan 2003 23:33:00 GMT

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another one:-when destroyed(not only like the beacon pedestal... but destroyed by tank or what ever...), is the object have this script attached, its instant lose for the team having the destroyed building-a script to attach a weapon to a controller, something like obelisk, or adv G. tower... when u attach this script to a controller, it attach an object to the building. when the building is destroyed or no more power(maybe customisable: IsPowered=true or not...)the attached object wont shoot anymore... or a script that u can attach weapon like on obelisk /agt.- on poke it open/close a door(id# of the door)- when cloaked increase speed, when uncloaked it decrease speed of a unit i hope they are all makeable [January 12, 2003, 23:38: Message edited by: Francois]
