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Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [Deactivated](#) on Thu, 15 Jul 2004 12:29:47 GMT

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jonwil

As for building capture, I must do some experiments on that.

I think it might be possible but it would require a LOT of coding to pull it off.

My idea was to set a zone near the MCT which changes the owner of the building when entered by an enemy engineer.

If the engineer leaves the zone or is killed, the building returns to original owner.

Another idea is that if the building has less than 50% health, if the zone is entered by a friendly engineer, the building is healed and kills the engineer.

I remember there was talk about this script before.

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