
Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by [jonwil](#) on Wed, 28 Jun 2006 15:31:33 GMT

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I just found what I was looking for (specifically some stuff related to the way the game stores the position/size/transform of a script zone, something called an OBBoxClass comes into it) and I can now make new script zones at runtime. They will require network send (to set the size) but they will work.

They will (along with as much of the other stuff as I can add) go into 2.9 I expect.
