
Subject: something.

Posted by [crazfulla](#) on Sat, 18 Nov 2006 06:12:13 GMT

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Capturable buildings. I have reanimated the tech oil derrick from the scudstorm mod and want to include it in a middle eastern themed map. But, not sure how to make it capturable. I have taken note of a script SCUD_Set_Playertype_On_Custom obviously to attach to the derrick itself; but how would I trigger the custom using the current (or upcoming 3.0) scripts release? I know there are Poke Send Custom scripts, but in the mod they seem to use a script zone?
