

---

Subject: Capturable Buildings

Posted by [Blazer](#) on Fri, 04 Jul 2003 05:07:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

gendresThe idea sounds possible but I almost sure that Startup Spawner can't be created in-game

Right, but they can be toggled on or off. So when the building is neutral, all spawners are disabled, and then when captured, you turn on the spawners for that team

---