Subject: Capturable Buildings
Posted by Titan1x77 on Fri, 04 Jul 2003 19:58:24 GMT
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How about incoporate CTF scripts....and have a flag inside the building and 1st one to get the flag back to there base....recieves the building.

Then once it's destroyed...its gone.

Would make sense seeing if a oil derrick is blown up..why have another team capture it....For most maps include 3-4 derriks