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Subject: Capturable Buildings

Posted by [\[REHT\]Spirit](#) on Sat, 05 Jul 2003 00:07:54 GMT

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If you want to, you can set it up to make a zone that you walk through instead of having to place a bunch of C4/blow it up with tanks and all.

Heck, if done right, you can make it appear that you're bumping into a switch or so to switch the building's team, like in Tribes 1/2.

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