
Subject: Capturable Buildings

Posted by [General Havoc](#) on Sat, 05 Jul 2003 10:17:13 GMT

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Yeah the idea is possible. The PCT's can be destroyed and created in realtime with no problem. The spawners may cause a problem but if the script is working properly it can allow them to be turned on and off. The way I was using it didn't work (no functionality visible) for some reason but I think you have to have the spawners set to "normally-disabled" It's Gregs script that allows the spawners to be turned on and off with a zone. The PCT's can be dropped when something is destroyed or any script that allows creation of objects. You can even spawn them with a spawner then enable and disable them like the startup spawners. If the script does in fact work then it should be possible. Just have to work out the capture bit then.

The script we have to enable them is GTH_Zone_Enable_Spawner (can send a 1 or 0 to switch enabled or not. Needs a zone entry to send it)

_General Havoc
