Subject: Uneven map idea
Posted by General Havoc on Mon, 07 Jul 2003 15:33:41 GMT

More Info on the script from what i've worked out-

-The script is attached to a zone
-When a player from the set side is in the zone AND the timer expires the buildings will be toggled
-We can use Power on and Power Off to trigger something (Destroy All Building IE ending the map)
-The side that occupys the zone for the set amount of time will cause the game to winor loose basically

_General Havoc