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Subject: Re: Scripts Release Soon

Posted by [Jerad2142](#) on Thu, 29 Nov 2007 05:40:48 GMT

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razorblade001 wrote on Wed, 28 November 2007 13:24bisen11 wrote on Wed, 28 November 2007 14:21I believe there's already a script that enables or disables spawners when a custom is sent to it. Also, a script that sends a custom when someone/something is killed/destroyed. So using both of those you could probably do that one idea.

I have tried using scripts that I thought would work, however it just ended up crashing the level.

I was trying to make like a Conquest mode of game play (Battlefield, Star Wars Battlefront, ect)

Like when an object I made described as the command post for GDI was destroyed, the GDI spawns would halt and the Nod spawns would commence. (Because on the death of the GDI CP, the Nod CP would spawn with the spawners attached to it instead)

That would be cool, use script zones instead.

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