
Subject: Re: I have an idea, can it be done?

Posted by [_SSnipe_](#) on Mon, 05 Jan 2009 04:53:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

R315r4z0r wrote on Sun, 04 January 2009 20:41 It would take a few hours of level edit work (placing spawners, pts, controllers, objects to block out the map, ect) but it is definitely possible to do.

Ya thats true and everything can have a script or scripts you need attached to it all in level edit expect as I said someone needs to make a script so if object x is not killed or destroyed in x amount of (idk sec? mins?) blank blank wins
