
Subject: Can script zones make script zones? >=)
Posted by [Anonymous](#) on Wed, 04 Dec 2002 14:16:00 GMT
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I just thought of an idea about having a random beacon zone and lots of beacon pedestals for a quite enjoyable Deathmatch experience. Wouldn't that be great if there was no base defenses and the other team can't win because they don't know which pedestal is the right one?! I don't think so either, but I just want to know the answer.

Subject: Can script zones make script zones? >=)
Posted by [Anonymous](#) on Wed, 04 Dec 2002 15:11:00 GMT
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O that would be cool!!! have it change every so often that would be funny they get one ped and nothing happens after all that defending!!

Subject: Can script zones make script zones? >=)
Posted by [Anonymous](#) on Wed, 04 Dec 2002 16:32:00 GMT
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Dude, you should do that, it's a sweet idea!

Subject: Can script zones make script zones? >=)
Posted by [Anonymous](#) on Wed, 04 Dec 2002 16:59:00 GMT
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Interesting... I wonder if that is possible... If so that could be used for a number of things...

Subject: Can script zones make script zones? >=)
Posted by [Anonymous](#) on Wed, 04 Dec 2002 22:30:00 GMT
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the script zone cannot create the zone, but a cinematic can.. just you have to realize, the default size is only like 1x1x1, and you will never see it...but sure, go ahead
