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Subject: Now thaqt I have working poke...  
Posted by [jonwil](#) on Fri, 13 Aug 2004 15:31:51 GMT  
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the problem with building capture is not how the capture happens, its actually changing the building and all associated bits to the other team.

Besides, building capture just doesnt fit into the way Renegade is designed  
No, you cant poke a harvester.

using poke for powerups, whats the point in that?

As for the door idea, that is already doable (keycard one included) via various combinations of existing and to-be-written scripts.

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