Subject: I had an idea, anyone allready working on it?
Posted by General Havoc on Wed, 02 Apr 2003 11:42:29 GMT

View Forum Message <> Reply to Message

As far as i know it is possible to create and destroy objects by scripts. I wonder if this would allow startup spawners to be created in buildings. If it is possible new scripts may have to be written if it was somethings someone wanted to develop. Has spawning a startup spawner been tested using the GTH_Drop_Object_On_Death script before? This would allow creating startup spawners in enemy buildings and also destroying the enemy ones when it is captured. The thing would be to know if the spawners would work.

_General Havoc