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Subject: scripts.dll progress report

Posted by [Anonymous](#) on Sun, 23 Feb 2003 10:41:00 GMT

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quote:Originally posted by General Havoc:I think i can do some script testing on maps. If you let me know what scripts could do with testing i will have a go.Script Idea: i don't know if Dante mentioned it but a script that you attach to a beacon scriptzone or a generic scriptzone that allows you to set the team that the "pedestal" is for, currently we're relying on building controllers which don't give the desired effect if we place a beacon zone in the field for only one team to use.Im intered in a script that also allows that....i had to use building controllers to allow for my beacon zones to be desinated to there team

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