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Subject: scripts.dll progress report

Posted by [Anonymous](#) on Sun, 23 Feb 2003 03:15:00 GMT

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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.

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