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Subject: GDI or Nod Pedestal

Posted by [Anonymous](#) on Sat, 25 Jan 2003 16:03:00 GMT

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OK i was asked this question earlier about adding pedestals to multiplayer maps. It puzzled me and i am not sure on the answer because its a question i wouldn't have thought twice about. When you add pedestals to multiplayer maps you add scriptzones, how do you determine which player's pedestal it is if there is not in a building of Nod or GDI but in their base? The scriptzone is the same for Nod and GDI (eg. a DM map where there is a nod and GDI ped outside) what stops you from winning when your GDI and you place an ion on your own ped from destroying the enemy base?

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