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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Sun, 12 Jan 2003 23:27:00 GMT

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btw could u try to make these script plz:-when a building is destroyed it disable a spawner buet when i enter a zone, it enable it, and i can only enable it one time.-on poke, it create an object and attach them to units on this zone. after an elapsed of them.. it destroy it-on exit, it destroy, and spawn something one the death of this object(make deployable machine guns. make a gun that u will trow the deployed gun. u enter.. fire... then exit.. the gun explode, spawn an ammo/gun so u can take it and re deploy it later)-when moving it decloak, when not moving, it cloak...more to come

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