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Subject: Idea: Oil Derricks

Posted by [Anonymous](#) on Sun, 22 Dec 2002 09:09:00 GMT

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I have this Idea of how to make oil derricks that function like those in RA2. This might be useful for those working on the RA1 mod. The key to this is making it a vehicle and not a structure. Then you can use the credit trickle script. However, If my theory is correct, when a player enters a vehicle it becomes a vehicle on their side. This means that if someone is in the oil derrick that players team gets money. This would also balance things out since if you want money, it would take one player out of the fight.

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