

---

Subject: I had an idea, anyone allready working on it?

Posted by [Blazer](#) on Wed, 02 Apr 2003 18:53:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yes you can disable/enable startup spawners via a script. The building captured would have to be a "neutral" building though...or else think of what would happen...you capture the enemy ref in their base, and your guys start spawning in there, only to be owned by the enemy or the base defenses

The way I see this working would be a neutral building in the middle of the map, or tiberium silos or something, that the team could "capture" to switch the PTs to their side, and get some spawners in there.

Then there would be side-battles to capture these buildings, both for the advantage of spawning there, and the resources.

---