

---

Subject: I had an idea, anyone allready working on it?  
Posted by [Anlesauk](#) on Wed, 02 Apr 2003 21:02:23 GMT

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

---

BlazerYes 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.

Hmmm... this would be an interesting twist to the game. Having neutral buildings to fight for to help give your team the edge in a game. Think of the strategies involved with that. I really think that something like this would be a nice addition to Renegade Evo. I try and post this on their forum as well. I was thinking of calling it the Subterfuge Weapon. Do you think it would be possible to capture a building, yet not have your units spawn there? Or is this one of the things that goes with a PT? I would love to help make this a reality but I am in no way a programmer, scripter, modeler, or whatever you prefer to call yourself to do this type of thing. If someone wants to work on this then let me know how I can help provide information or something. Thanks for looking ito it Blazer, it sounds like you might like this idea too.

---