
Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Halo38](#) on Sun, 13 Apr 2003 16:34:52 GMT
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Think of them as place markers for the moment stick them in the middle of the script zone.

I read the tutorial that you could link the script to objects and when that object was destroyed the zone would not function (right so far?)

I could set them up that way but that may take the fun out of the use of the zone if some git decides he doesn't like them and destroys them at the beginning of the game

Still open to ideas.....
