
Subject: Another one of my (insane) scripting ideas
Posted by [Tankkiller](#) on Sun, 11 Feb 2007 22:00:21 GMT
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Yes I'm insane, But to the point now. Ok you know how engineers can capture tech buildings in RA2. Right?

Well I wondering if you could do this for are renegade tech sturctures:

Please try to Make these scripts

All of these scripts rely on engs or techs/hoties to poke them.
The strutures can be captured by the other team when in the hands of the other. Destroying the sturctures makes the effects neaturlized and the building uncapturable. The effect will also go away for a piredod of time and will need to be recaptured.

1. Oil Well: A pokible object (mct?) to Give credits to team if a Eng. or tech/hotie pokes it until the building with the pokible object is destroyed, captured, or a number of time passed.
2. Airport: A pokible object that engs must first capture. Then other players regardless of the infentry class can be teleported when they go in the airport. The chose of area to go to in these 4 places: GDI base, nod base, tiberium feild (of the team), and the middle of the map. You will be teleported up in the sky and parachoot down. (you CAN'T shoot while parachooting. You are defenceless to Base defences and other players untill you land(base defence still should be attacking and players I GARENTEE still will))
3. Hospital: Capturing This will make infentry heal, But very slowly.
4. Machine Shop: Makes Vechs repair for a short time, but again very slowly.