
Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [R315r4z0r](#) on Thu, 06 Sep 2007 19:34:02 GMT

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Yea, I know that it works. I have seen it done on maps like C&C_Oasis

Maybe script zone? When unit enters area, activate gate, when unit leaves area, close gate.

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