
Subject: Re: Capturable Buildings
Posted by [Captkurt](#) on Fri, 04 Jul 2003 15:42:31 GMT
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Blazerl brought up an idea some time ago, and verified with Dante that it is doable:

Have some neutral building, perhaps a civilian refinery or even an oil derrick that starts out neutral.

The building is "captured" by "destroying" it (c4 on MCT), at which point the health of the building is reset, and Spawners + PTs for the team are switched on. If the enemy "destroys" the building, they capture it, and the ownership of spawners and PTs switches to them, with an optional credit trickle in the case of a refinery or oil derrick.

Capturing this neutral building would be totally optional, but capturing it gives the team advantages such as:

1. Increased credit trickle.
2. Spawning closer to the middleground/main battlefield
3. Ability to refill closer to battlefield
4. Points for capture

To make this happen would require some scripting wizardry that Dante verified is do-able, but probably not all in place yet.

I suggest if this is somethign we want to see, we form a team to make it happen.
I like the idea.
