If possible, I would need for this:

  http://www.renegadeforums.com/index.php?t=msg&goto=459547&rid=22815#msg_ 459547

a custom controlled destruction zone to use as a naval vehicle construction zone.

Or better: make a RA_Naval_PT_Pokable_2 with the use of destruction zones instead of explosion points!

At the moment I'm using about 35 different explosion points!


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If there would be a possibility to block only naval vehicles from passing vehicles blockers, ground vehicles could be transported with the transport hovercrafts...just an idea.