Subject: Script request Posted by rrutk on Thu, 17 Nov 2011 10:43:59 GMT View Forum Message <> Reply to Message

If possible, I would need for this:

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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.

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