

---

Subject: Re: Question...

Posted by [robbyke](#) on Thu, 19 Apr 2012 22:31:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

hmm ive been doing it by creating a zone at each structure wich works pretty well for most maps

some maps do have some holes in it but nothings perfect

oh yea is there a way to find the amount of smart object of a team in a zone there is only one to count all objects of the team

---