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Subject: scripts.dll 1.3.1 is out

Posted by [TheKGBspy](#) on Sat, 20 Dec 2003 20:42:02 GMT

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hum... script zone somewhere in the building, will have a script that detect players that go in. The Modder would be able to Set Up Capture Time, The Capture sound and The Captured sound. This script would detect the player that is in that script zone. It will change the Team side of the setted Building Controller id. The script would also check if there is more than one team detected, it wont do anything, just wait until there is only one team in the script zone to start the "capturing" sequence.

if changing team of a building controller work then this script would be very usefull, wich i dont know if this work.

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