Subject: a mod, with a mission
Posted by General Havoc on Sat, 03 Jan 2004 18:24:00 GMT

ACK? I Think Jonathan Wilson wrote some scripts for this kind of thing. They are in the scripts.dll and are called something like JFW_Assault_Powerplant and are used for the assault mode. You need to read the readme.txt that came with the scripts. It powers down buildings if you don't get to a specific area or hold a specific area after a certain amount of time. Not completely sure on how it works as it hasn't been tested yet.