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Subject: scripts.dll 1.4...

Posted by [General Havoc](#) on Wed, 21 Jan 2004 17:19:03 GMT

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Yeah it's called domination. From the original UT, you have around 3 zones (could be more), they have a spinning logo in them that is neutral to begin with when the game starts. When a team member walks into it, it turns to their teams color (thus capturing that zone until an enemy walks into it). Your team either starts of with a certain amount of points, or there is a limit set that you win on. For each zone you are able to to maintain control of, the points decrease/increase by 1 each second (or 1 every X seconds). Therefore, the more zones you hold, the faster the score increases/decreases. The winner is the team who reaches the target score first, be it decreasing to 0 or increasing to a limit such as 300.

Could be quite fun in Renegade, maybe you could get some animations that change color everytime a member of a team enters it. Also it may be wise to note that the zone should be fairly small to stop people camping on the zone and being able to fit more than 1 player inside it (C4 is an issue here too).

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