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Subject: Money generating script

Posted by [R315r4z0r](#) on Thu, 02 Nov 2006 03:59:56 GMT

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Is it possible for a script to generate money for a certain team while a certain object is created?

What I am trying to do, is make a small outpost, that is capturable by a team. Just by repairing something in the middle of the outpost, all the defences will use a spawn on create script and stuff, I got that part done with. I want to know along with the defences going to the team who repaired it, would it be possible for that team to get money aswell? Like a silo?

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Subject: Re: Money generating script

Posted by [bisen11](#) on Thu, 02 Nov 2006 16:46:46 GMT

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Maybe if you spawn another object and put GTH\_credit\_trickle on it. Then when it gets destroyed the money should stop.

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Subject: Re: Money generating script

Posted by [R315r4z0r](#) on Thu, 02 Nov 2006 20:20:03 GMT

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can I control how much money is generated?

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