
Subject: Capturable buildings

Posted by [\[-HOH-\]szymek777](#) on Thu, 18 Jun 2015 18:41:17 GMT

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How can i make capturable Tiberium Silo?

Subject: Re: Capturable buildings

Posted by [dblanky1](#) on Thu, 18 Jun 2015 23:25:36 GMT

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The script for this was removed after scripts 4.0. It was called z_capturable_tibsilo. It should be added back in, in my opinion as quite a few custom maps make use of it. I made a clone of this script myself (from scratch) with the same parameters as the original so that it is compatible with the existing maps but also have much cleaner code and operation. If you want a copy of the code I would be glad to share it with you.

Subject: Re: Capturable buildings

Posted by [\[-HOH-\]szymek777](#) on Fri, 19 Jun 2015 10:47:44 GMT

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I don't know C++ and other things like that so i think i don't need it and ty btw
