this is an extract from readme.txt with the scripts.dll, explains the parameters for those scripts (not sure if you will have used this or not)

Quote:JFW_Domination_Zone (when entered, displays 1 of 2 models and sends
 Controler_ID (ID of the controller, a daves arrow or something)
 NeutralCustom (what custom to send to the controler if the zone was neutral before it was captured)
 OwnedCustom (what custom to send to the controler if the zone was already owned before it was captured)
 Nod_Model (name of the w3d file to use for the "Nod has captured the zone" model)
 GDI_Model (name of the w3d file to use for the "GDI has captured the zone" model)
 Neutral_Model (name of the w3d file to use for the "no-one has captured the zone yet" model)
 Capture_Delay_Time (how many seconds to wait after it's captured before the zone can change hands again)
 TimerNum (timer number for the timer)
Note that the parameters should be without the .w3d on the end. (e.g. if the w3d is abc.w3d, pass abc)
Also, note that the models won't animate, even if there is animation info in the w3d file (because I don't know how to make
animation work in this case)
Using models instead of presets makes the code better and easier to test/debug plus also it makes things more light-weight (since you don't
actually need a preset)

JFW_Domination_Controler (controller for the domination mode)
 NeutralCustom (what custom to send to the controller if the zone was neutral before it was captured)
 OwnedCustom (what custom to send to the controller if the zone was already owned before it was captured)
 Time (how often to give points)
 TimerNum (timer number for the timer)
 PointsToGive (how many points to give to GDI for each GDI zone/Nod for each Nod zone)
 PointsToTake (how many points to take from Nod for each GDI zone/GDI for each Nod zone)
 GDIObjectID (the ID of an object somewhere that is guranteed to remain around for the entire game and that is owned by GDI, this is needed to give points to GDI)
 NodObjectID (the ID of an object somewhere that is guranteed to remain around for the entire game and that is owned by Nod, this is needed to give points to Nod)

The GDIObjectID and NODObjectID should refer to objects placed on the map somewhere that are hidden (so the player doesn't know they are there)
Also note that (due to factors beyond my control), it is possible for the points for a team to go negative. However, if they capture enough zones, points can go positive again)