Subject: Switch in Obelisk/AGT
Posted by ExEric3 on Mon, 01 Jan 2007 00:51:25 GMT

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Hello guys. I need your help.

I want add switch to these buildings.

When oponent entered to AGT or Obelisk and use it Host display message AGT or Obelisk was hacked and disable this building. This will be cost 5000 credits. Someone from hacked side can reactivate it but will be need for this again 5000 credits.

Can someone help me with this???

Thanks

Subject: Re: Switch in Obelisk/AGT
Posted by DodgeThis on Mon, 01 Jan 2007 11:14:46 GMT

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Don't think there is already a script that does this.
You have to modify the scripts.dll file to do this (this requires c++ skills)