Subject: Re: Enable Destruction Imminent Alerts.
Posted by Jerad2142 on Mon, 26 Mar 2007 16:35:27 GMT
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Actually I think the destruction alerts are set up in the maps, the maps are probably changed in CP1 and CP2 or at least the objects and convoy files are. What you will have to do is check the building controllers, if the controllers have an option for a string to be played when ever the health falls below a certain amount you just will have to give it the correct string. Otherwise it will require some scripting. But I am pretty sure you can do it by making temps.