
Subject: Re: Please Help

Posted by [Sn1per74*](#) on Sat, 04 Aug 2007 20:37:06 GMT

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Make the generic Switch...

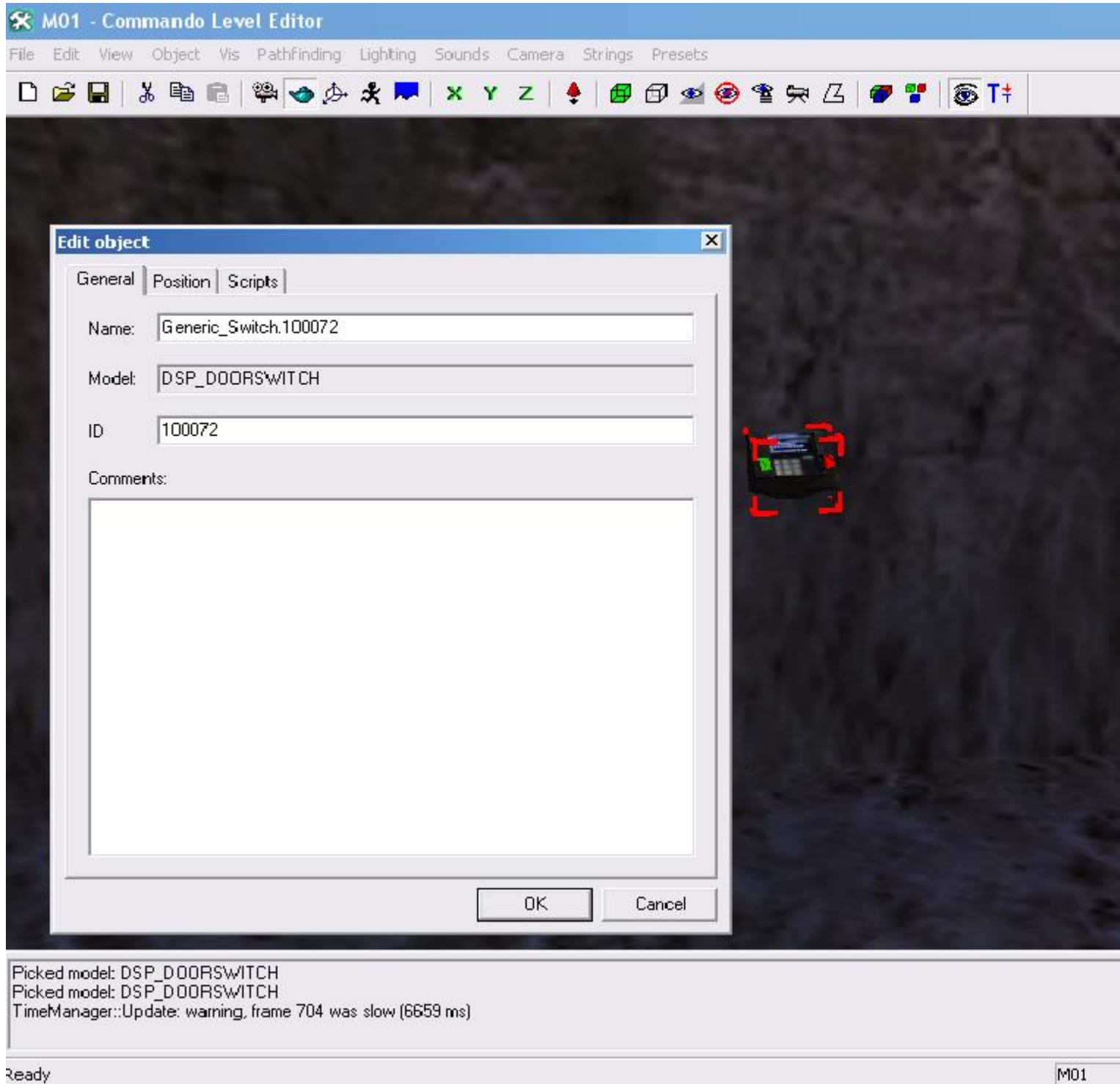
Then double click the generic switch on the map, so a box appears.

Click the scripts tab. Add JFW_Character_Buy_Poke, and copy and paste the preset name in. In this example I used the player Patch, on GDI.

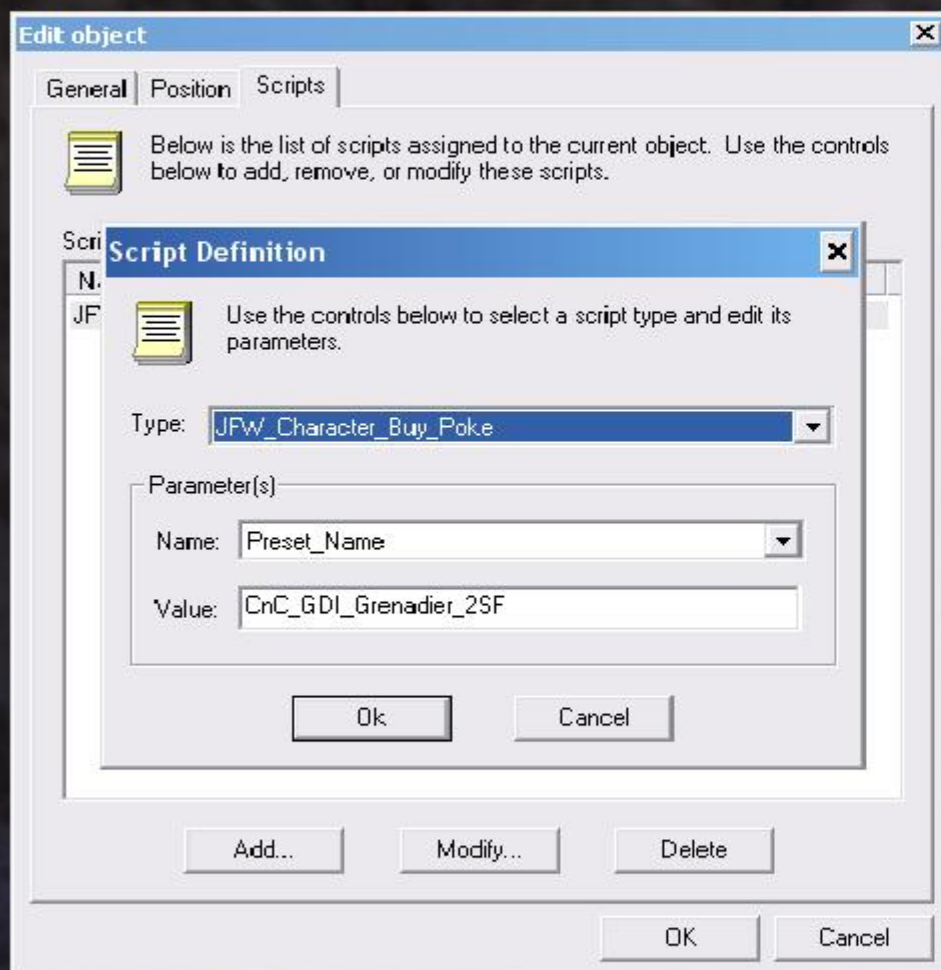
Fill in the other parameters. The cost (in credits) and the player type, which is the team who can poke it. 1 is GDI, and 0 is Nod. Click OK on the Script Definition window and OK on the edit object window. Your script was added. Go into the game and try it out!

File Attachments

1) [Switch.JPG](#), downloaded 798 times



2) [switch2.JPG](#), downloaded 815 times



TimeManager::Update: warning, frame 707 was slow (61634 ms)
TimeManager::Update: warning, frame 708 was slow (31953 ms)
TimeManager::Update: warning, frame 709 was slow (5946 ms)

Ready

M01

3) [switch3.JPG](#), downloaded 808 times

