Subject: Re: I have an idea, can it be done?
Posted by Reaver11 on Mon, 05 Jan 2009 09:40:17 GMT
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SSnipe wrote on Mon, 05 January 2009 00:05piotrkol1 wrote on Sun, 04 January 2009 21:20Replacing the SP HON controller with a MP won't work because then when you aim at the building itself you won't be able to damage it from the outside or see its health if you know what I'm talking about. As for the GDI building controller I was just gonna stick like a PP one somwhere on the map randomly.

And so your saying that there isn't a script(s) like that which exists? Because I know that I rememeber playing on a server before with similar specifications. Placing all the stuff (spawners, powerups, etc...) isn't really a problem its just that I need the scripts to make it work.
O k Now I ahve an idea what mad did for me is left the sp controller and put a script to a daves arrow saying when that object dies to destroy another object which was a mp building controller somewhere on map

You will need JFW_Death_send_custom this will send a message to the mp_hon_building controller. There you need to recieve the message and destroy the controller/building JFW_Custom_Destroy_Building.

I'm not sure but you might be able to just change the meshprefix in leveleditor serverside of the building.

For GDI I would add a barracks controller with the JFW_Destroy_Self_timer set it to 30 min (LE uses seconds!!)

You can just add pcts for gdi in the map. Or if you dont want any just use a different building like the PP to control the wincondition.

Hope this helps!