Subject: Re: Making a buildup with Timers and Set_Position?
Posted by whtdrgnpl on Thu, 02 Apr 2009 19:53:36 GMT

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Still doesn't move :/

danpaul88 wrote on Thu, 02 April 2009 05:06What are you calling it on? The exterior terrain preset, the building controller or one of the interior tiles? If it's the controller then your only moving the actual controller and not the building itself... as for the exterior terrain, I don't think you CAN move terrain, but I have never tried it.

I'm calling it on this:
position = Commands->Get_Position(Get_GameObj(ID));
position.Z -= 12.0f;
Console_Input(StrFormat("sndp %d m00evan_dsgn0002i1evan_snd.wav",ID).c_str());
Set_Money(ID,Commands->Get_Money(Get_GameObj(ID))-3000);
GameObject *ncy = Commands->Create_Object("GDI Gunboat",position);
Commands->Set_Model(ncy, "enc_ncon");
Commands->Set_Player_Type(ncy,0);
Commands->Attach_Script(ncy,"NodCYTimer","");

nopol10 wrote on Thu, 02 April 2009 06:29You have to start the timer again at the end of the event or at whichever part is needed for it to run, else it only runs once.

I don't really get what you mean but uh these are the timers I have for it.
void NodCYTimer::Created(GameObject *obj) {
 Commands->Start_Timer(obj,this,10.0f,1);
 Commands->Start_Timer(obj,this,20.0f,2);
 Commands->Start_Timer(obj,this,30.0f,3);
 Commands->Start_Timer(obj,this,40.0f,4);
 Commands->Start_Timer(obj,this,50.0f,5);
 Commands->Start_Timer(obj,this,60.0f,6);
 Commands->Start_Timer(obj,this,70.0f,7);
 Commands->Start_Timer(obj,this,80.0f,8);
 Commands->Start_Timer(obj,this,90.0f,9);
 Commands->Start_Timer(obj,this,100.0f,10);
 Commands->Start_Timer(obj,this,110.0f,11);
 Commands->Start_Timer(obj,this,126.0f,12);
}