Subject: Re: I've been working on a commander system plug-in...
Posted by reborn on Sat, 25 Apr 2009 12:57:27 GMT

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insert_name_here wrote on Sat, 25 April 2009 08:54
Have you tried to see what happens if the mines are placed at the enemy base or in the tunnels or something?

Or would it still show it as closest to the building it is closest to?

Edit: I meant for that Advanced C4 message thing.

It shows which building they are closest to. Generally this will mean they are on or around that building. However, all it's really doing is seeing which friendly controller they are closest too. So on under for example, if you placed them in the tiberium field, the message would say they are clostest to the AGT.

I have not managed to sus out how I would tell if they are actually touching the building itself or not.