Subject: Preview of a new feature in scripts.dll 4.0
Posted by jonwil on Tue, 29 Sep 2009 09:38:06 GMT
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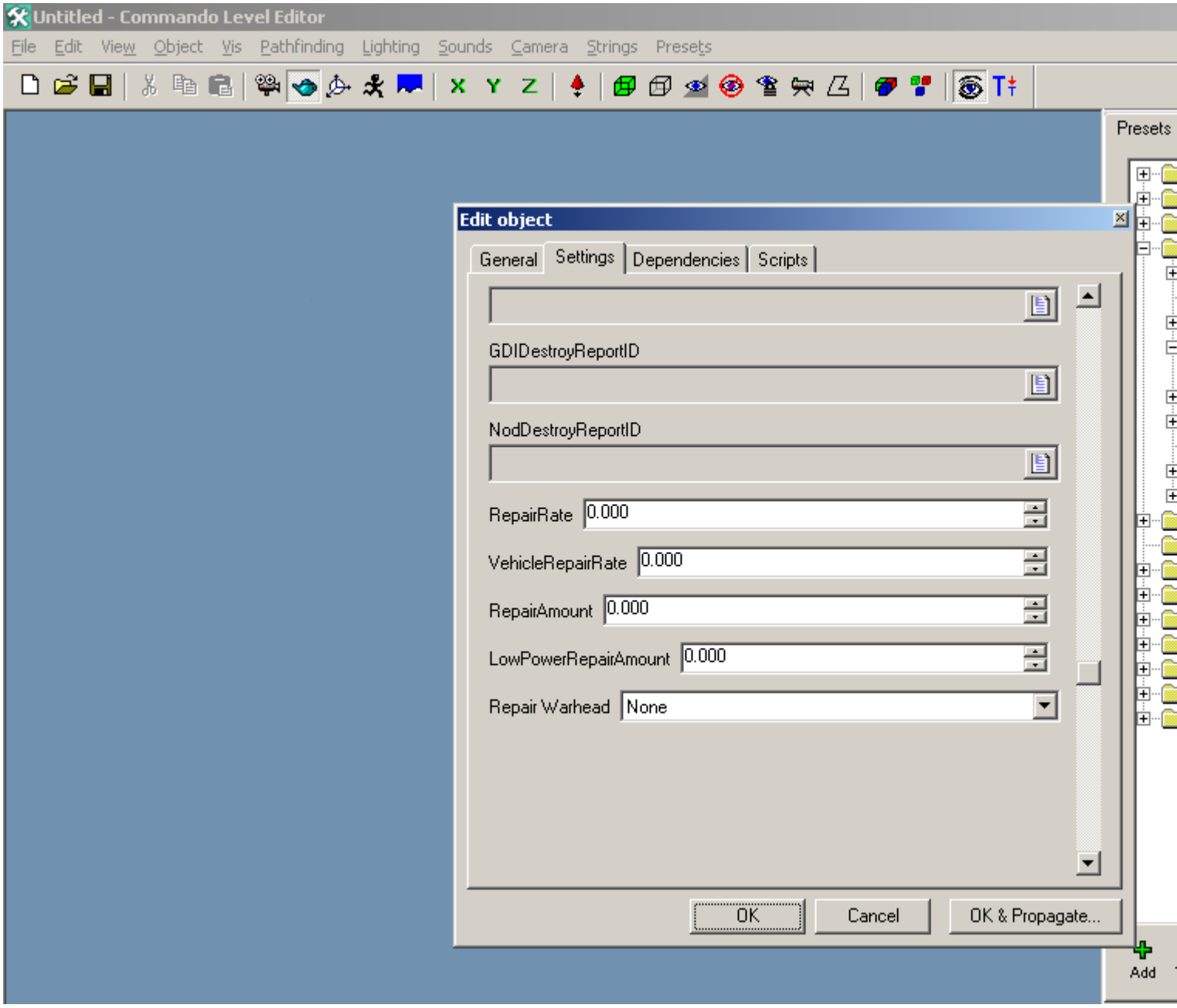
Note the words "construction yard" in the building list and the extra settings in the displayed window?
Yep, thats right, we can now add totally brand new building controller types to renegade.
Construction yards are in and working with other new types including a new set of vehicle purchase factories to hopefully be added later.
We can also add new kinds of script zone, some of which will be used to support various new building types that will be added.

The construction yard is a building controler just like any other and can repair all buildings including base defenses such as the gun turrets.

This is just a preview of the much larger "sample of all the cool stuff we have done for 4.0 so far" list which I will likely be posting tonight or tomorrow.

File Attachments

1) cy.png, downloaded 985 times


Untitled - Commando Level Editor
File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets
Presets
Edit object
General Settings Dependencies Scripts
GDIDestroyReportID
NodDestroyReportID
RepairRate 0.000
VehicleRepairRate 0.000
RepairAmount 0.000
LowPowerRepairAmount 0.000
Repair Warhead None
OK Cancel OK & Propagate...
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