
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.

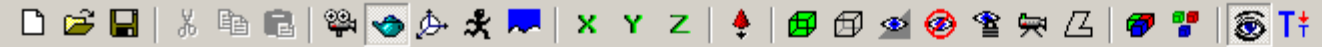
We can also add new kinds of script zone, some of which will be used to support various new building types that will be added.

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 842 times



Edit object [X]

General Settings Dependencies Scripts

[Empty text field]

GDIDestroyReportID [Empty text field]

NodDestroyReportID [Empty text field]

RepairRate 0.000

VehicleRepairRate 0.000

RepairAmount 0.000

LowPowerRepairAmount 0.000

Repair Warhead None

OK Cancel OK & Propagate...

Presets

