Subject: Custom Weapons Factory
Posted by htmlgod on Mon, 14 Jun 2004 22:17:01 GMT

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You will probably want to make a new building controller. First of all, make every mesh of the building have a given prefix, such as WEPS. After implementing your new structure, with meshes appropriately named, into a map, Modify the building controller for the weapon factory, under Buildings>Weapons Factory. In the box beside 'MeshPrefix,' enter your mesh prefix. It would be WEPS in this example. Now place that building controller near the building (hit 'Make'), and with the building controller selected, hit CTRL+P. This creates the 'carmaker' for the building controller. It is at this location that the vehicles will be created when purchased. Assuming your building controller has a team affiliation (Which it will if you only modified either GDI or NOD weapons factory building controller), you're set to go.