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Subject: Small Script Question

Posted by [Kamuix](#) on Thu, 16 Feb 2006 20:04:29 GMT

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I want to know if there is a script that does this.

A script that is attached to an Object. And when that object is destroyed it Destroys or disables a Building controller.

Thanks

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Subject: Re: Small Script Question

Posted by [JeepRubi](#) on Thu, 16 Feb 2006 20:49:10 GMT

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Isnt that how the MCT works?

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Subject: Re: Small Script Question

Posted by [Kamuix](#) on Thu, 16 Feb 2006 20:54:18 GMT

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Naw I dont think so. Its works more like the beakon zone.

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Subject: Re: Small Script Question

Posted by [jonwil](#) on Thu, 16 Feb 2006 23:23:25 GMT

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Should be what you want somewhere, I dont have time to look for the right combination of scripts right now.

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Subject: Re: Small Script Question

Posted by [Kamuix](#) on Thu, 16 Feb 2006 23:41:51 GMT

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Ok Thanks.

I am trying to make a M03 serverside map and i'm having a problem with the controllers. The multiplayer Ref controller does not work with that Refinery and the single player Reg controller causes Renegade to crash when you use K.

Does anyone know how i could fix either of those.

The reason why I wanted that one specific script was so i could have it so when you take out the Powerplant. It destroys the Obelisk controller which will than end the game.

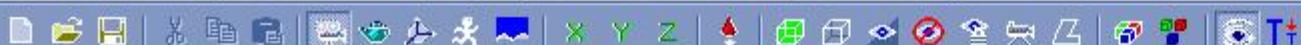
### File Attachments

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1) [m03.JPG](#), downloaded 484 times

## M03 - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Presets

TimeManager::Update: warning, frame 23466 was slow (2031 ms)  
TimeManager::Update: warning, frame 23536 was slow (64121 ms)  
TimeManager::Update: warning, frame 23693 was slow (7758 ms)

Ready

Camera (53.03, -40.70, 197.32)

Frame



Subject: Re: Small Script Question

Posted by [JeepRubi](#) on Thu, 16 Feb 2006 23:55:01 GMT

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how do you get the le view distance to be that long? Mine seems to be between 50-100

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Subject: Re: Small Script Question

Posted by [Kamuix](#) on Thu, 16 Feb 2006 23:59:28 GMT

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Hold AltShift and hit + to View more Although your select distance will remain the same. Hold Alt - To decrease.

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Subject: Re: Small Script Question

Posted by [E!](#) on Fri, 17 Feb 2006 01:38:11 GMT

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i guess your mp building controller didn't work because the mesh prefix is a different as the mesh prefix of the sp building controller. try to change it or to make a new mp controller with different prefix. to your scripts question: try to use jfw\_death\_send\_custom and jfw\_custom\_destroy\_building to kill the building controller.

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Subject: Re: Small Script Question

Posted by [Kamuix](#) on Fri, 17 Feb 2006 01:43:48 GMT

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Thank you. I did try changing the prefix though. I think the reason why that does not work is because its Serverside.

And I will have to look more into custom scripts because I never got them working before.

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## File Attachments

1) [M03a.JPG](#), downloaded 442 times

# M03 - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



TimeManager:Update: warning, frame 36854 was slow (11389 ms)  
TimeManager:Update: warning, frame 36855 was slow (2054 ms)  
TimeManager:Update: warning, frame 36896 was slow (12639 ms)

Ready

Camera (-106.19, 3.34, 53.73)

Frame

