Subject: Linking PPs to defences??
Posted by crazfulla on Fri, 20 Oct 2006 01:54:39 GMT
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How exactly do you link a specific Power Plant to a specific Defence? IE on C&C_Cairo if you destroy the left PP, the Left AGT/Obelisk is disabled.

Also is there a way to make SAM Sites automatically disable once the power goes offline? (seeing they are classed as vehicles)

While I'm here, do you think it would be a good idea for multiplayer mode if I temped the AGT/Obelisk controllers and replaced M00_Base_Defence with JFW_Base_Defence_No_VTOL? This would make it more like Tiberian Sun, an improvement IMHO seeing the Obelisk in that couldn't attack Orcas :\

Subject: Re: Linking PPs to defences??
Posted by Jerad2142 on Fri, 20 Oct 2006 02:03:15 GMT
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Through scripting of course.
Here is how you would do it, take one of the power plants building nodes ("mp_Nod_Power_Plant" or "mp_GDI_Power_Plant") and attach the "JFW_Death_Send_Custom" script, have the script set up to send the custom to one of the turrets when the power plant is destroyed. Then attach a script to the turret that will remove the turrets AI when it receives the custom(Ex. "JFW_Remove_All_Scripts_Custom" will work) and thats all there is to it.

Subject: Re: Linking PPs to defences??
Posted by crazfulla on Fri, 20 Oct 2006 02:08:39 GMT
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I figured through scripting, just wasnt sure what ones to use. TYVM