Subject: Kill Buildings
Posted by mrÃ£Ã§Ä·z on Wed, 29 Aug 2007 19:01:38 GMT
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Hey guys i found out how to make buildings work. If u press K it says My building is there and has full health ... but how can i kill the structure? i tryed to put powerplant working on M03 it says a powerplant is there but i cant target it and kill it.How can i make this builing targetable and destroyable?

Subject: Re: Kill Buildings
Posted by Zion on Wed, 29 Aug 2007 19:12:29 GMT
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By adding the building controller to the mesh. It needs to be touching the mesh and the mesh needs to have the correct prefix for the controller.

Subject: Re: Kill Buildings
Posted by Genesis2001 on Wed, 29 Aug 2007 19:16:27 GMT
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You can use scripts to kill a structure. For example:

1) Mission Objective is to kill Kane.

2) When Kane is killed, send a custom to a dave's arrow.

3) Upon reciept of custom at the dave's arrow, use "JFW_Destroy_Building_Custom" (something like that, I'll check it out when I am home - unless someone corrects me here)

-MathK1LL

Subject: Re: Kill Buildings
Posted by mrÃ£Ã§Ä·z on Wed, 29 Aug 2007 22:46:21 GMT
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By adding the building controller to the mesh. It needs to be touching the mesh and the mesh needs to have the correct prefix for the controller.

can u make a pic where to place it? and how to make it with the prefix for the controller?

Subject: Re: Kill Buildings
Posted by Zion on Thu, 30 Aug 2007 11:55:41 GMT
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It doesn't matter where it's placed as long as it's touching the mesh. The only ones that matter are the base defense controllers since the weapons fire from them.

The terrain mesh should have the prefix in them. They should also have call boxes which call for the interior mesh, PCT mesh, MCT mesh and damage emitters mesh. Unless you are creating 'fake buildings', these buildings won't work with the building controllers since they're implemented like vehicles.

If the situation is a 'fake buildings' type, then you could attach the script Mathk1ll mentioned to the vehicle to send the killing custom to the building controller ID, killing the building controller.
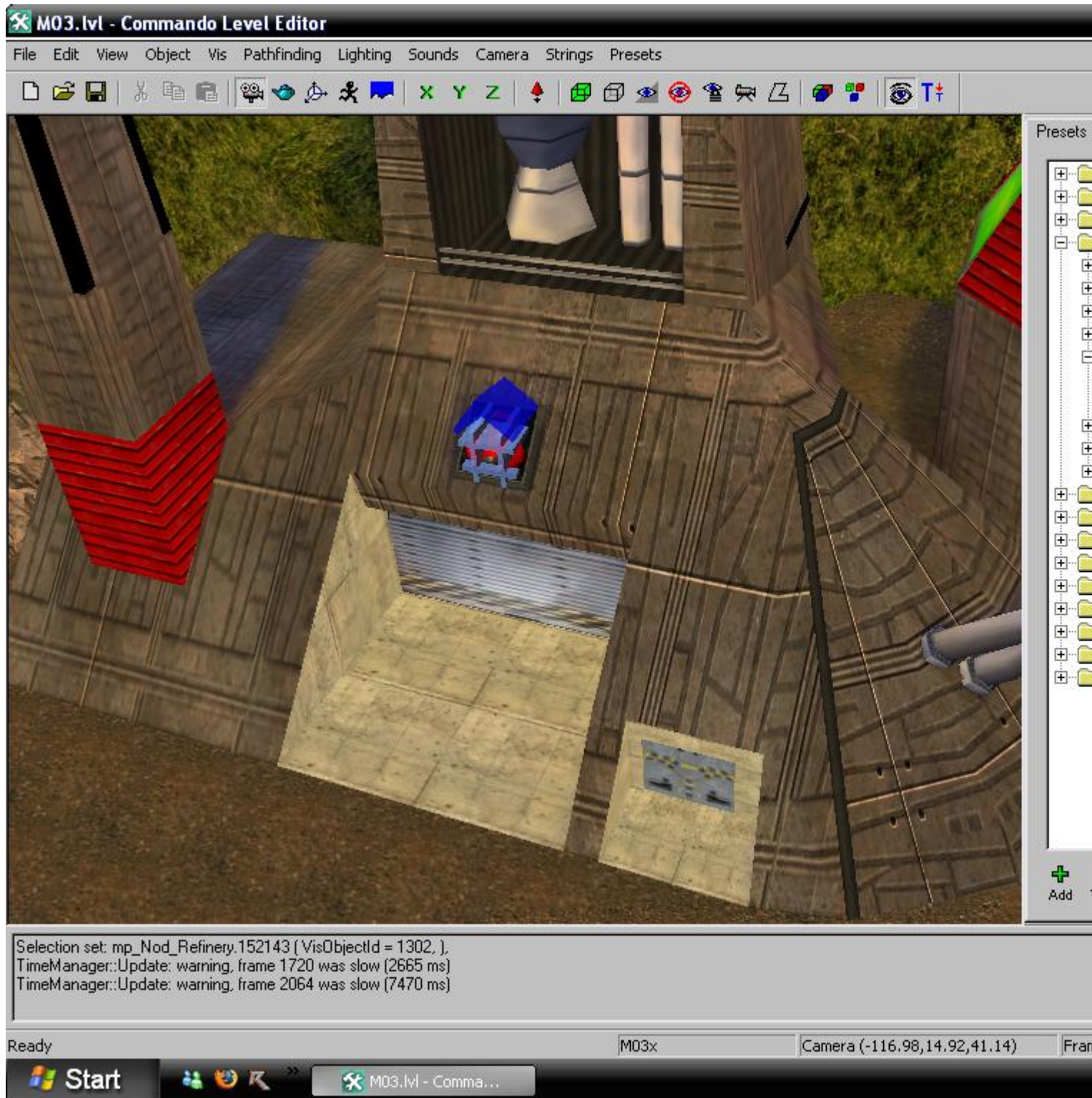

Subject: Re: Kill Buildings
Posted by mrÃ£Ã§Ä·z on Thu, 30 Aug 2007 14:26:22 GMT
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And what i have to do now?

```
File Attachments
1) M03 Ref.JPG, downloaded 344 times
```

Selection set: mp_Nod_Refinery.152143 (VisObjectId = 1302,),
TimeManager::Update: warning, frame 1720 was slow (2665 ms)
TimeManager::Update: warning, frame 2064 was slow (7470 ms)

Ready

Subject: Re: Kill Buildings
Posted by Zion on Thu, 30 Aug 2007 17:56:46 GMT
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Make the car maker (CRTL + P while the controller is selected) and position it in the docking bay with the front of the car facing out (rotate the car using < and >).

And just so you know, Mission buildings have different controllers than Multi-player buildings, so use the *SPRef* controller. This is why when you shoot at the externals of buildings they don't destroy in the missions.

Subject: Re: Kill Buildings
Posted by mrÃ£Ã§Ä·z   on Sat, 01 Sep 2007 21:57:37 GMT
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whats the full scriptname fromm mathk1ll?

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Subject: Re: Kill Buildings
Posted by mrÃ£Ã§Ä·z   on Sun, 02 Sep 2007 01:33:07 GMT
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Ok i can kill the ref pp and the comunication center but if i press K then crash renegade and the ref dont get money and if i kill it it says nothing but game ends if i kill all buildings.. how can i get this work?

Subject: Re: Kill Buildings
Posted by mrÃ£Ã§Ä·z   on Sun, 02 Sep 2007 15:33:01 GMT
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im using scriüts 3.x.x but i cant find the script from mathk1ll

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In mission maps, you MUST use the SP buildings controllers. You CANNOT use any other controllers or scripts to make these buildings work.

The term, 'Fake buildings' means making a vehicle with the mesh of the building. As this is still a vehicle the buildings can be destroyed just like destroying another vehicle. There is a script attached to the vehicle which will kill the building controller in question.

That was is good for buildings that don't do anything other than one thing, IE, base defenses or power plants. Buildings that perform acts more than supply power or attack enemies, like generating funds or creating vehicles will not perform their acts fully with 'fake buildings'. Sorry but this is the serverside limitation.