
Subject: Command and conquer 3 scripters

Posted by [AoBfrost](#) on Tue, 04 Sep 2007 03:04:30 GMT

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Anyone good with scripting for command and conquer 3?

I'm kinda confused because I am converting the last nod mission from single player to multiplayer, most things work already, but radar transmissions and videos and sounds are all messed up, like right when you start the game, kane's video plays saying you failed, then he plays right afterwards saying you win, then EVA tells me i fail but the game still goes on.....

Another messed up thing is the bots scripts, the scripts for the AI bot and players dont work, I never touched the scrin and gdi AI scripts so they should be Ok, but they dont work in multiplayer for some reason, Anyone know why or how to get them to work? it seems the buildings arent transfered to the AI, but in the scripts it is set to transfer all scrin and gdi buildings to the AI for their teams. I was thinking if redoing the script doesnt work, then maybe changing them to human players and when ingame, setting them as AI would work, not 100% sure though, this has worked for me in all my other maps though.....

If anyone has tips or can help, please do, if you want the map and the work I have done so far, I can post it to.

File Attachments

1) [Mission_Defend_the_Tower.zip](#), downloaded 389 times
