
Subject: Beacon Pedestal

Posted by [Gen_Blacky](#) on Sat, 08 Sep 2007 23:24:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

What scrip do i use to make the beacon pedestal work

when u place a nuke on the pedestal and it destroys all buildings and ends game.

do all i do is make a beacon zone ?

how do i know what team it will destroy ?

Subject: Re: Beacon Pedestal

Posted by [R315r4z0r](#) on Sat, 08 Sep 2007 23:30:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is something I have never understood.

All you do is make the pedestal and than make the pre-made script zone. I think it knows what team places what on where... don't ask me how.. I have no clue.

Subject: Re: Beacon Pedestal

Posted by [AoBfrost](#) on Sat, 08 Sep 2007 23:31:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Try looking at maps in level edit that do use peds in other buildings, like "the last stand.mix" it has the ped in the conyard rather than barr/hon

Subject: Re: Beacon Pedestal

Posted by [Gen_Blacky](#) on Sat, 08 Sep 2007 23:38:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

It didn't work for me

Subject: Re: Beacon Pedestal

Posted by [IronWarrior](#) on Sun, 09 Sep 2007 00:27:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

You don't even need to use a pedestal really that is just for "show", all you need is the script zone, put that wherever you want it, place a beacon in it, then it's gameover.

Don't understand what you could be doing for it not to work.

Subject: Re: Beacon Pedestal
Posted by [bisen11](#) on Sun, 09 Sep 2007 04:06:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

No... I think there's two seperate GDI and Nod Peds so it knows who can place it to make it end game. But there's 2 kinds as well, one that has health when you look at it (the one you don't use and i don't think works) and the normal one.

Subject: Re: Beacon Pedestal
Posted by [Sn1per74*](#) on Sun, 09 Sep 2007 04:28:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think it works by what building is the closest. If the NOD building controller is closer than the GDI one, it will be NOD's pedestal and vice versa.

Subject: Re: Beacon Pedestal
Posted by [Gen_Blacky](#) on Sun, 09 Sep 2007 05:01:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

I still don't know why it wont work. I don't think I'm doing any thing wrong but maybe I am. All you need is the beacon script zone right ?

Object>script zone>cnc>Beacon right ?

I think it works because of the player that sets the beacon. If GDI then GDI Beacon so kills NOD and if NOD player NOD Beacon and kills GDI

The Player type of the beacon in the zone determines what teams buildings to kill but then i guess that wouldn't make sense. If u placed a beacon on the ped on gdi base and u where on gdi it would kill Nod from GDI base

Maybe it has to do with Building controllers who knows

Subject: Re: Beacon Pedestal
Posted by [Veyrdite](#) on Sun, 09 Sep 2007 05:10:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sn1per74* wrote on Sun, 09 September 2007 14:28 I think it works by what building is the closest. If the NOD building controller is closer than the GDI one, it will be NOD's pedestal and vice versa. Wonder what'll happen if they are exactly the same distance apart. Probably go with NOD.

Subject: Re: Beacon Pedestal
Posted by [R315r4z0r](#) on Sun, 09 Sep 2007 05:25:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think I know your problem.

Does your map have any structures on it? And if so, are their building controllers in?

The beacon pedestal works by destroying all enemy structures, not by simply ending the game. Therefore, if there aren't any enemy structures to destroy, the pedestal won't work.

Subject: Re: Beacon Pedestal
Posted by [Gen_Blacky](#) on Sun, 09 Sep 2007 05:47:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes it does. The hand and Barracks one works but not the ones i put in

Subject: Re: Beacon Pedestal
Posted by [R315r4z0r](#) on Sun, 09 Sep 2007 05:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

You are putting the script zone on the pedestal right? Not just making the pedestal and then testing it.

Subject: Re: Beacon Pedestal
Posted by [Gen_Blacky](#) on Sun, 09 Sep 2007 06:13:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes

if someone ahs time test and see if it works 4 u

Subject: Re: Beacon Pedestal
Posted by [Gen_Blacky](#) on Sun, 09 Sep 2007 06:35:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

I got it to work it does need the pedestal to work i used dsp_CnC_Beacon_Zone and put the script zone on it. hence Beacon in the name.

Subject: Re: Beacon Pedestal
Posted by [Titan1x77](#) on Sun, 09 Sep 2007 06:57:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

it works off the nearest controller, also...if there is none or they are same distance apart or to far away, then it can be beaconsed by either team for a win.

Had this problem about 4 years ago with tiberium pit 1 my 1st map

Subject: Re: Beacon Pedestal
Posted by [Sn1per74*](#) on Sun, 09 Sep 2007 16:37:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Titan1x77 wrote on Sun, 09 September 2007 01:57it works off the nearest controller, also...if there is none or they are same distance apart or to far away, then it can be beaconsed by either team for a win.

Had this problem about 4 years ago with tiberium pit 1 my 1st map
I was right!

Subject: Re: Beacon Pedestal
Posted by [Jerad2142](#) on Mon, 10 Sep 2007 12:49:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

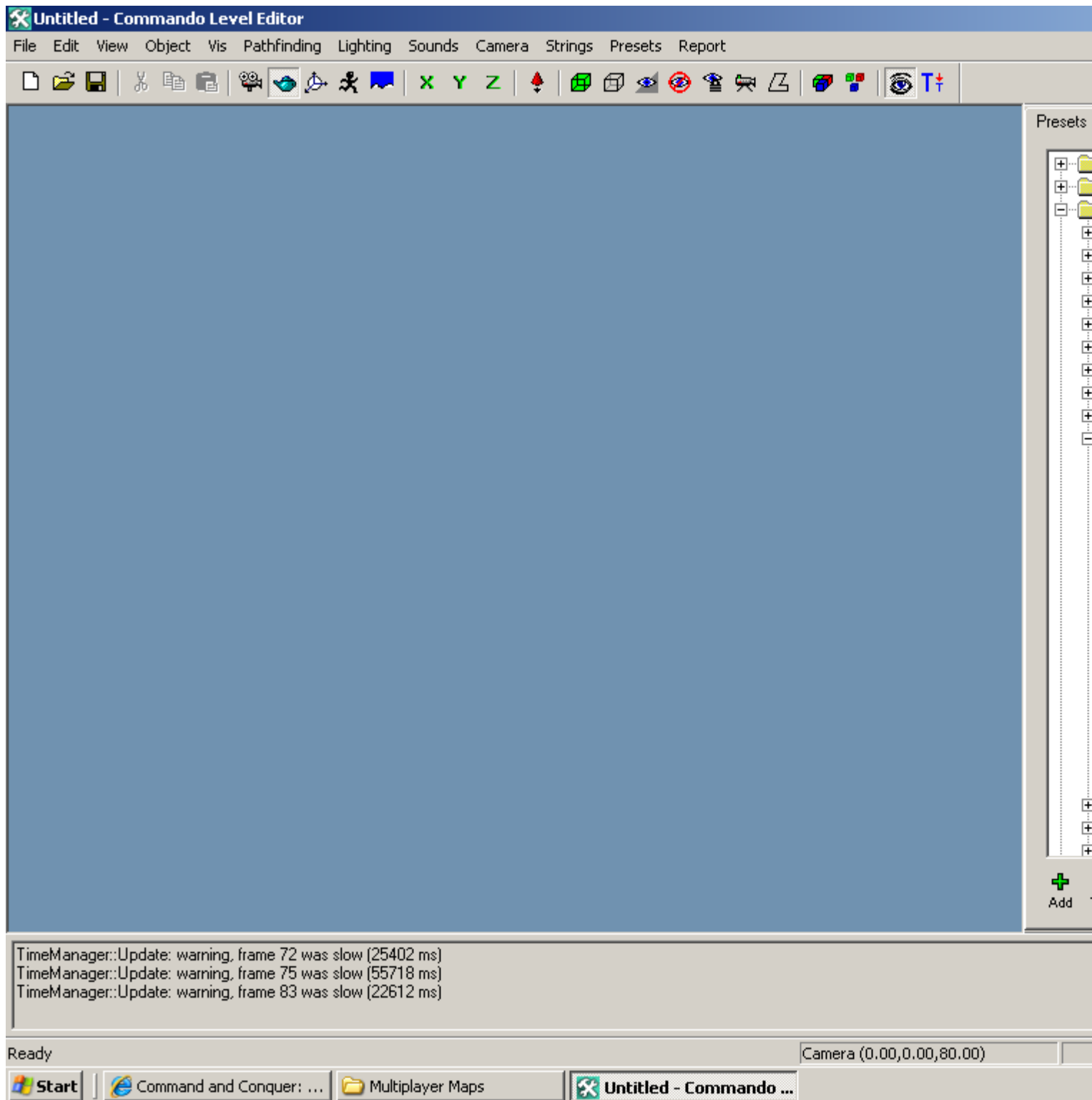
The beacon zone:

GDI pedestal (gold):

Nod pedestal (black/red):

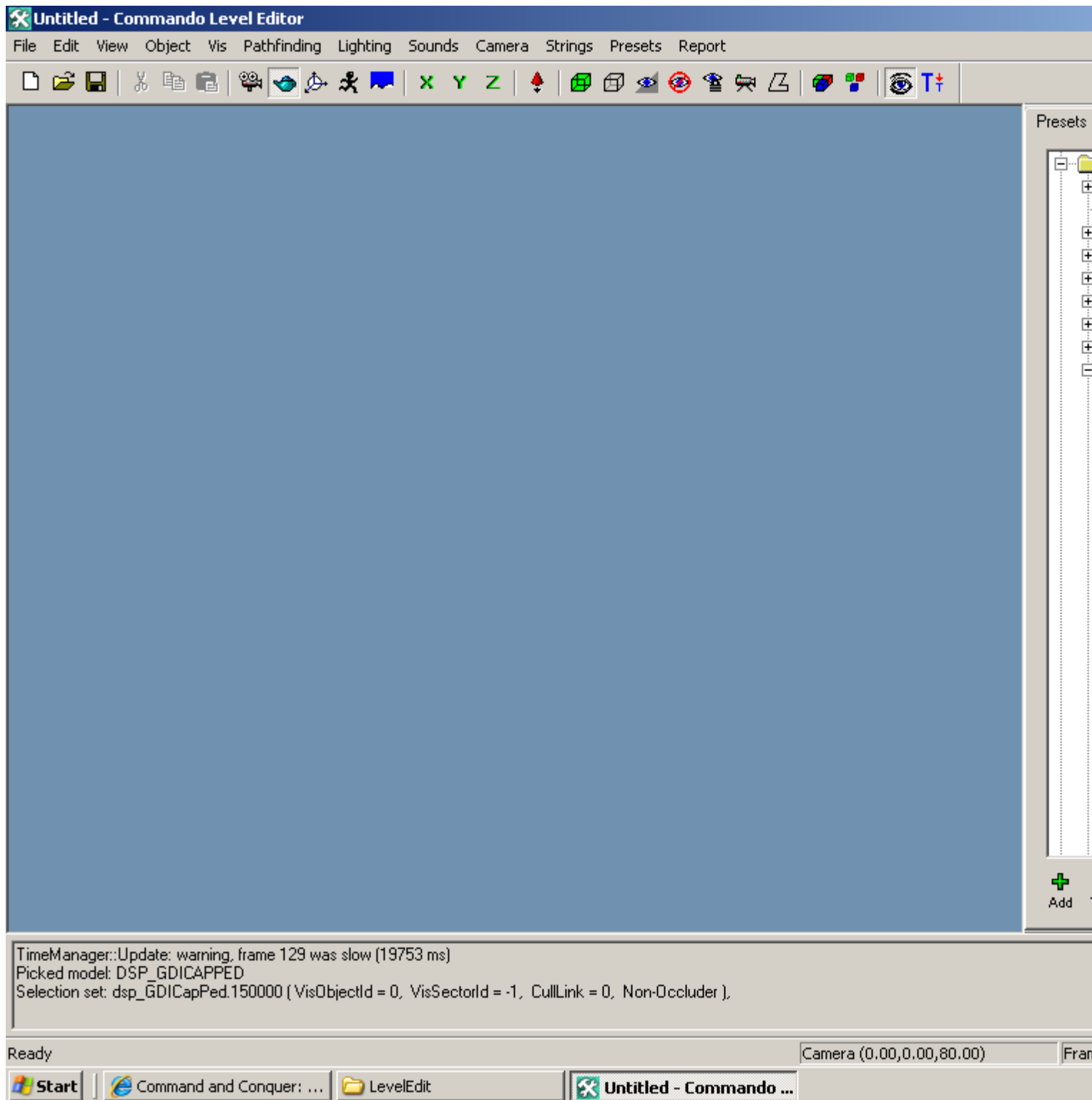
File Attachments

1) [beacon zone name.png](#), downloaded 392 times

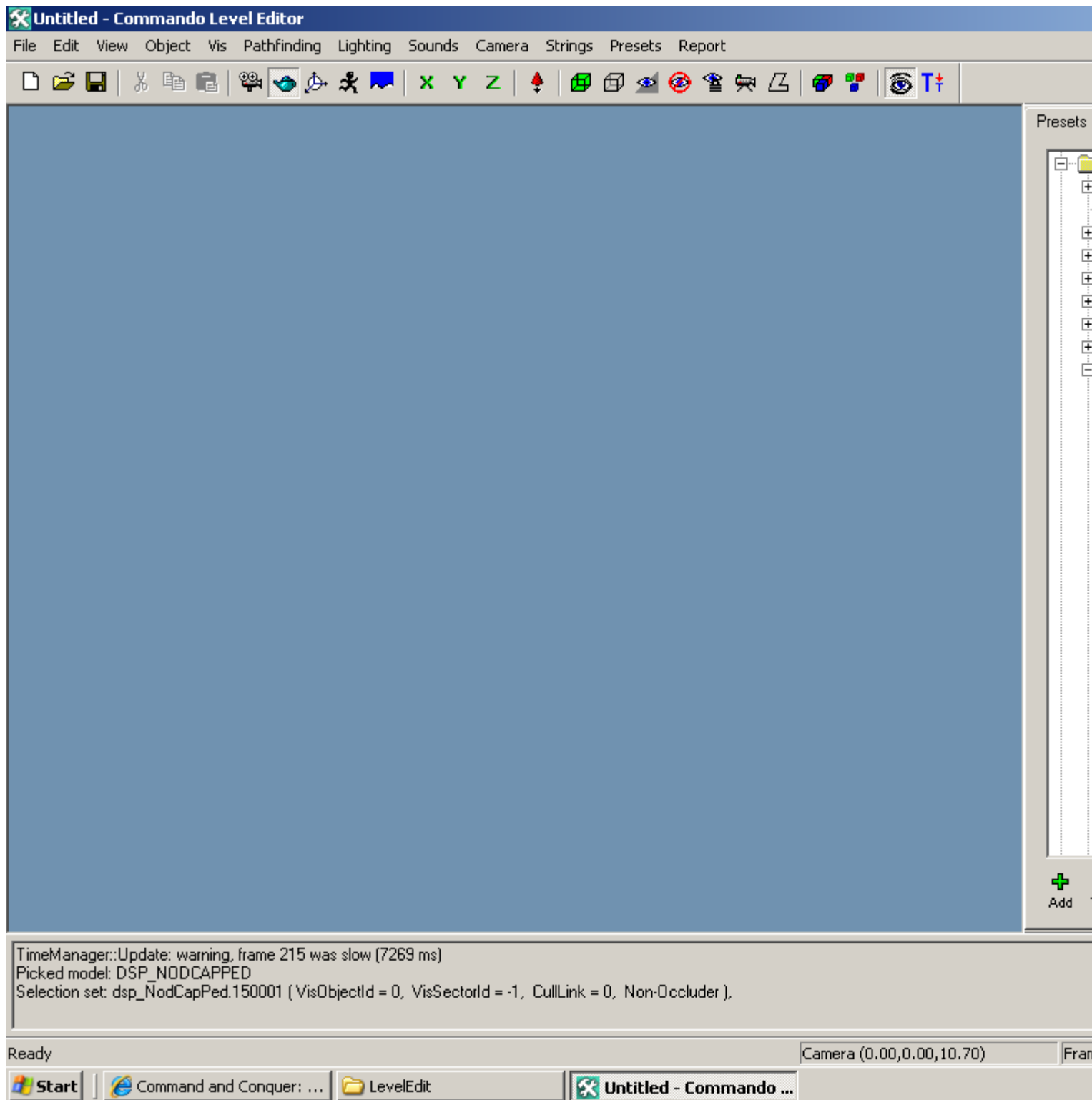


TimeManager::Update: warning, frame 72 was slow (25402 ms)
TimeManager::Update: warning, frame 75 was slow (55718 ms)
TimeManager::Update: warning, frame 83 was slow (22612 ms)

2) [GDI Ped.png](#), downloaded 391 times



3) `Nod ped.png`, downloaded 386 times



Subject: Re: Beacon Pedestal
Posted by [SWNight](#) on Mon, 10 Sep 2007 17:02:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

IT DOESNT MATTER WHAT THE BEACON ZONE IS ON!
