Subject: a mod, with a mission
Posted by dufis791 on Sat, 03 Jan 2004 17:55:47 GMT
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ok, im working on a mod, which is my first. my question is if it is possible to create game settings that cant be changed, like destroy buildings, and place endgame beacon. the point of the game is to destroy an experimental NOD vehicale, or protect it. help?

Subject: a mod, with a mission
Posted by General Havoc on Sat, 03 Jan 2004 18:24:00 GMT
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ACK? I Think Jonathan Wilson wrote some scripts for this kind of thing. They are in the scripts.dll and are called something like JFW_Assault_Powerplant and are used for the assault mode. You need to read the readme.txt that came with the scripts. It powers down buildings if you don't get to a specific area or hold a specific area after a certain amount of time. Not completely sure on how it works as it hasn't been tested yet.

Subject: Re: a mod, with a mission
Posted by Cpo64 on Sat, 03 Jan 2004 20:13:59 GMT
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dufis791ok, im working on a mod, which is my first. my question is if it is possible to create game settings that cant be changed, like destroy buildings, and place endgame beacon. the point of the game is to destroy an experimental NOD vehicale, or protect it. help?

Purhaps all you need to do is think out of the box. Replace the beacon with a more powerful timed C4 and put a beacon zone around the "Vehical"

Or make it so the vehical is a "building" When it is destrroyed, the game ends (only would work if that was the only building on the map tho)

Subject: a mod, with a mission
Posted by Deafwasp on Sat, 03 Jan 2004 20:59:49 GMT
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how bout using scripts so after a team/player earn so many points the game ends. but make the vehicle worth like a million points so that no one could possibly win unless they destroyed that vehicle?

and for every minute that the unit is not destroyed the defenders of the vehicle get like 1000 points, that way it is about impossible for the defenders to loose without loosing that vehicle.

Subject: a mod, with a mission
Posted by bigwig992 on Sat, 03 Jan 2004 21:28:49 GMT
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Give the vehicle a Death Custom send script and have it destroy building controllers with customs.
And use a time send custom on it and destroy GDI vehicles. You'd have the same time to destroy
it every game, but it'd still be fun.

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