Subject: building controller settings
Posted by Anonymous on Tue, 18 Feb 2003 02:41:00 GMT

View Forum Message <> Reply to Message

Yeah i asked this question, it took ages for someone to gove me an answer apart from correcting my spelling of "Nod". In the end the pedestal ownership is determined by the nearest building controller of the team. I think if you copied an existing one it wouldn't kill the building even when you destroy the working one. There are objects called "Generic building controller" i don't know if you can use them in any way?I wouldn't have thought a script to do this would be that complex, but i'm not the programmer so i wouldn't know.