
Subject: Nod weapons factory

Posted by [General Havoc](#) on Fri, 04 Apr 2003 13:33:15 GMT

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Good question. I have thought of a few ways this can be done but i haven't tested them yet. I'll list the ways i think it might be able to be done below. I haven't got leveledit installed at the moment because i recently formatted my HDD so i can't give you any detailed information if they will work.

1) Clone the GDI weapons factory controller but make it owned by Nod. I think other settings may need to be changed for this to work.

Advantages:

- o Pathfinding will work on the vehicles
- o Acts like a true Weapons Factory
- o Easy to setup

Disadvantages:

- o May make GDI vehicles
- o Not tested yet

2) Clone the airstrip controller but change the mesh prefix to a nod weapons factory model you have made or modded. Then add the controller to the building but put the vehicle creation zone off map with a piece of terrain under it. Then use the teleport script to teleport them to the weapons factory bay. Use a waypoint to get the vehicles to drive into the teleport zone.

Advantages:

- o Will make vehicles in a Nod Weapons Factory

Disadvantages:

- o Pathfinding not tested or may not be possible once teleported
- o May cause delayed delivery times

3) Make a cinematic script to create the vehicles in the Weapons Factory and them pathfind out of the Weapons factory. I don't know how to do this but i would ask the maker of that Assault map that delivers the vehicles by helicopter.

Advantages:

- o Will create vehickes in Nod Weapons Factory
- o Will Pathfind
- o Tested

Disadvantages:

- o Need to write custom cinematics and impliment them
- o May take a lot longet than other methods
- o

I think method 1 would be the best if it worked, it needs to be tried first to see it it will work though. Method 3 does work and can allow a true working Nod Weapons factory. However you will need

to find out how it is done, maybe by asking some people or the creator of that C&C_AD_Gateshead.mix because he used a script to make the vehicles get delivered by chinook, which could be easily replaced by a spawn script to pathfind. Method 2 should work, but i'm not sure about the pathfinding though. If you do try method 2 let me know because i have a few ideas you may wish to try related to pathfinding.

_General Havoc
