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Subject: Nod weapons factory

Posted by [StoneRook](#) on Fri, 04 Apr 2003 13:42:12 GMT

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If you clone the GDI building controller - it will make GDI stuff...

you will have to add the Nod vehicles to the controller ... look at the settings in commando - you will see it lists all the w3d's of the vehicles - if you make your own - you have to reference them yourself (unless you need that teams vehicles)

however - you probably can get away with just removing the C-130 animation from the Nod controller - then the vehicle will just drop in where the car maker is located.

You will have to make a new animation for the XXX#construct and XXX#shunt (the construct is the junk that moves in the bay while the vehicle is being constructed - and the shunt is just a door) (xxx is your building prefix)

I made my own controller for the mutant factory - and it works well.

(however - make sure you have a pad clearing method on - or all your vehicles will form inside themselves - can be messy)

just play around with them - easy way to learn...

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