Subject: Re: Scripts
Posted by neofmat on Wed, 26 Oct 2005 08:05:57 GMT
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When you open LEVELEDIT, you'll see "Presets" Tab on the right hand side. So under presets find "Buildings" then further expand/open you'll get "Refinery". Now you should see two nodes

mp_GDI_Refinery
mp_NOD_Refinery

Select one and then click "Mod" at the very bottom. A new screen will pop wid differnt tabs. Select "Settings". Then scroll down to the very last few options. You ll see "Funds Gatherd" and "FundsDistributedPerSec". Those are the options you need to mess around with. Do the same for Nod refinery.

For reference i have included screen shots, have a look at them.

neofmat

File Attachments
1) screen1.gif, downloaded 191 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report

Presets

Edit object

General Settings Dependencies Scripts

GDIDestroyReportID

IDS_M00BGTR_KILL0001I1EVAG_TXT

NodDestroyReportID

IDS_M00BGTR_KILL0002I1EVAN_TXT

UnloadTime 10.000

FundsGathered 300.000

FundsDistributedPerSec 2.500

Harvester CnC_GDI_Harvester

OK   Cancel   OK & Propagate...

Add

TimeManager::Update: warning, frame 1207 was slow (4084 ms)
TimeManager::Update: warning, frame 1208 was slow (2641 ms)
TimeManager::Update: warning, frame 1210 was slow (53283 ms)

Ready

Camera (0,00,0,00,80,00)