
Subject: Re: Small Script Question

Posted by [Kamuix](#) on Fri, 17 Feb 2006 01:43:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thank you. I did try changing the prefix though. I think the reason why that does not work is because its Serverside.

And I will have to look more into custom scripts because I never got them working before.

File Attachments

1) [M03a.JPG](#), downloaded 425 times

M03 - Commando Level Editor

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



Presets

Edit object

General Settings Dependencies Scripts

ID: Enc_Struct_Nod_Refinery_Name

InfoIconTextureFilename: always\hud\targeting\buildings\i_refinery.tga

Encyclopedia Type: Building

PlayerType: Nod

EncyclopedialD: 15

NotTargetable

MeshPrefix: ref

MCTSkin: SkinMCT

Building Type: Refinery

GDIDamageReportID

NodDamageReportID

OK Cancel OK & Propagate...

TimeManager:Update: warning, frame 36854 was slow (11389 ms)
TimeManager:Update: warning, frame 36855 was slow (2054 ms)
TimeManager:Update: warning, frame 36896 was slow (12639 ms)

Ready

Camera (-106.19, 3.34, 53.73)

Frame

