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Subject: Re: Extra things in LE

Posted by [totalhavok](#) on Mon, 09 Oct 2006 19:29:15 GMT

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Merovingian wrote on Mon, 09 October 2006 05:29totalhavok wrote on Sun, 08 October 2006 19:17

2: How do I go about making a building controller for it?

Also how do I tie sounds to a buildings health? I have sounds that I want to play ONLY until the building is destroyed. I have other sounds I then want to play ONLY after the building is destroyed. Is there a way to do this?

Temp or create a new building controller and set its variables.

Sounds can be added in the strings table with strings. You can add strings to the controller in the controller settings.

To add new strings to the table, or edit current ones, in LE goto "Strings > Edit Table" at the top of the application.

No answer to the first one as i would like to know this info myself...

I already tried to play with the Strings table in LE for the name of a GDI sam site. ENC catagory, name and description, it didn't work and kept crashing LE on me! Using the ENC id for the Nod sam site caused even worse problems! (mix format did not compile correctly, all base defences dissapeared, and I spawned in the middle of the map, where I was standing in LE the last time I save the .lvl file in LE). How EXACLTY do I do this? Is there a better way to do this in LE, say just Import new strings that are set up correctly?

Also The nod\_turrets\_DEC\_Improved, work, but the targeing sucks on characters, (They work fine on vehicles) What value can I give them in the scripts that will make them work better? (more acurate against infantry)