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Subject: Re: Linking PPs to defences??

Posted by [Jerad2142](#) on Fri, 20 Oct 2006 02:03:15 GMT

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Through scripting of course.

Here is how you would do it, take one of the power plants building nodes ("mp\_Nod\_Power\_Plant" or "mp\_GDI\_Power\_Plant") and attach the "JFW\_Death\_Send\_Custom" script, have the script set up to send the custom to one of the turrets when the power plant is destroyed. Then attach a script to the turret that will remove the turrets AI when it receives the custom(Ex. "JFW\_Remove\_All\_Scripts\_Custom" will work) and thats all there is to it.

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