Subject: Re: Winning
Posted by Jerad2142 on Fri, 01 Dec 2006 20:46:09 GMT
View Forum Message <> Reply to Message

Okay when you say nod turret do you mean the obelisk or the actual turret, well which ever I will describe both:
If its the Nod Turret use the script "JFW_Death_Send_Custom" the ID will be the ID of an invisible object which I will describe later. For Message use a number (any number will work as long as it matches the next part of this walk through), I am using 45654. And for the Param use 1.

Do the exact same thing for the obelisk.

For the GDI guard tower it is also the same thing but change the message by one number (45655).

Now place an invisible object on you map Get its ID and put it on any "JFW_Death_Send_Custom" scripts you have on the map.
Attach the scripts "JFW_Custom_Send_Custom" to it. For this script have the custom it receives 45654 for nod and 45655 for GDI, For the count GDI will be one, and nod may vari (EX if its only one turret or one obelisk on the map the count would be one, but if its the obelisk and 2 turrets the count will be 3). Make the send Message Different for each team (Ex. NOD 656567, GDI 646466). SendParam will be 1. Send ID will be of another invisible object that I will explain in a second.

And the other scripts will be the script "JFW_Custom_Destroy_Building" the message for this script will be 656567 for NOD. There will be another one of this script for every building on this map. And do the same thing for GDI but the message will be 646466 on each of their scripts.

Finally put one last invisible object on the map, put its ID in the "JFW_Custom_Send_Custom" sendID spot on the other invisible object. This object will only have one script on it "JFW_Reflect_Custom".

I hope this helps you out. If anything confuses you just ask and I will explain it better.