Subject: Re: Is there anyway to do this
Posted by Jerad2142 on Mon, 04 Dec 2006 21:18:14 GMT
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Attach the script "JFW_Powerup_Buy_Poke", and the script "JFW_Pokable_Object", to the object (which will be the terminal).
You could set it up so that when ever a building is destroyed that remove and attach scripts would change the "JFW_Powerup_Buy_Poke" with another "JFW_Powerup_Buy_Poke" in which the beacon would cost less, but this if done incorrectly could easily crash the game.

But it would just be easier to set it up so when ever a building was destroyed that it would send a custom to all the purchase terminal presets (each teams presets will need a different name like GDI_Beacon_Terminal_1, Nod_Beacon_Terminal_1) (using the script "JFW_Send_Message_Preset" to send the custom message 56656765 [or what ever] on death, this script will be attach to the building nodes[this script will have to be attached to each building once for each cost deduction the beacon will receive [because the purchase terminal's name will be changing [ex. GDI_Beacon_Terminal_1, GDI_Beacon_Terminal_2, etc.]). When the terminal receives the custom message 56656765, it would destroy its self using the script "JFW_Blow_Up_Obj_On_Custom" and then create the new terminal preset with the cheaper beacons using the script "TFX_Spawn_When_Killed".

If I need to explain this better just ask!