Subject: JFW_Building_Gun
Posted by YSLMuffins on Mon, 09 Jun 2003 18:49:08 GMT

Quote:JFW_Building_Gun (generic script for doing base defences)
 Disable_Custom (what custom to use internally to disable the building when the power goes out or when the building is destroyed)
 Positon (what offset from the building controller to spawn the weapon at)
 Weapon (what "vechicle" to use for the weapon, e.g. GDI_AGT is for the AGT missile)
 Visible (if the "vechicle" should be visible (like the AGT guns) or invisible (like the AGT missile), 0 = invisible, 1 = visible)
 Min_Range (if the thing its going to shoot at is closer than this range not counting any differences in Z position, it wont be shot at)
 Max_Range (if the thing its going to shoot at is further away than this range, it wont be shot at)

Alright, I can understand this much, but does anyone here know what's supposed to be entered for "Disable_Custom"? I just don't understand this part of the script...