Subject: JFW_Building_Gun

Posted by General Havoc on Tue, 10 Jun 2003 23:12:31 GMT

I got it working fine. I have uploaded my mod folder to http://www.btinternet.com/~glenn_hunt/JFW_Gun.zip and it also includes the scripts and everything.

If you take a look at how I did it you will see it is fairly simple. The gun itself has to be attached to a building controller as far as I know. And i can confirm that the custom is sent to the gun when the powerplant is destroyed using a debug script to test it.

The best thing to do is load up the mod folder and look at the two scripts on the building controller. You can probably (not certain) omitt the death send custom if you want the gun to be disabled ONLY when that building is destroyed and not ALSO when the power plant is destroyed. Hope this helps you out. I am still not certain on the weapon naming but GDI_AGT worked for me, get the script working then play around with it.

_General Havoc