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Subject: Re: Map building difficulties

Posted by [Genesis](#) on Sun, 06 May 2007 10:52:04 GMT

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Quote:Second it is easiest just to make separate Pt's and just destroy those when a building is destroyed. Not really what im going for here. Having to make seperate PT's for every single item I want removed from the game seems a little haphazard for something which the game engine does automatically on the destruction of buildings such as the hand of nod or war factory.

I'm sure there is a way to directly affect the technology level. Its perfectly plausible to lock out technology from the start, so surely there is a script somewhere which allows you to do this on the fly? This will probably solve the ion/nuke beacon problem, but I still prefer the idea of having everything accessible from the default PT's. I'll have a play around and see what I can come up with in regards to that.

Quote:Third I suggest you make two separate building controllers that send a custom when destroyed, make an invisible box that will count the customs, when it gets one custom destroy an obelisk controller (or set its team to neutral should also work). When it gets two customs, have it destroy the real power plant controller which will just be hidden somewhere and not attached to any building. Good idea, but wouldn't that stop a random obelisk from functioning rather than stop them both? If I understand correctly you're destroying a single obelisk controller, so upon destruction of one of the power plants a single obelisk loses power. Also, wouldn't the destruction (or alteration) of the buildings controller also render it undestroyable for points purposes? Switching it to neutral might get around the points problem, but if its not technically belonging to the Nod forces it won't show up as an active Nod building.

Quote:Finally try putting an invisible box over the pt, when it is shot send a custom to the building controller, the custom will activate a change team script and change the buildings team (note this is only in theory, but technically it should work). I like theory, theory is good! Best idea I've had involved a lot of fiddling around using multiple building controllers. Wasn't very pretty. Just one question though -- would the box interfere with the buildings destruction? I don't want it to be purely capturable, as I want players to have the opportunity to destroy it to prevent its use as well (the "if we can't have it, no one can" ideology).

Thanks for the response, you've given me some food for thought.

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