Subject: [LE] Three-Way crap with Dave's Arrows
Posted by Genesis2001 on Thu, 14 Jun 2007 03:49:44 GMT

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I'm making a Co-Op map through LE and I have a poke-able object that I want to disable a building controller (namely, the Nod Power Plant). I have looked through the scripts and found nothing about DISABLING the building; so I decided to find a script that applied damage to the "building" (JFW_Custom_Destroy_Building) but the parameter "Message" hard. I've been told that you are supposed to setup a custom message through a Dave's arrow and then have the arrow send a response back to the object that you want to (in this case, the Nod PP) to do the action you want it to do (for this case, destory/apply-damage to the building).

I need help understanding this concept and could someone teach me how to do this three-way sh*t with the dave's arrows???

-MathK1LL