
Subject: Re: Please Help

Posted by [Sn1per74*](#) on Sat, 04 Aug 2007 20:37:06 GMT

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Make the generic Switch...

Then double click the generic switch on the map, so a box appears.

Click the scripts tab. Add JFW_Character_Buy_Poke, and copy and paste the preset name in. In this example I used the player Patch, on GDI.

Fill in the other parameters. The cost (in credits) and the player type, which is the team who can poke it. 1 is GDI, and 0 is Nod. Click OK on the Script Definition window and OK on the edit object window. Your script was added. Go into the game and try it out!

File Attachments

1) [Switch.JPG](#), downloaded 942 times



Edit object [X]

General | Position | Scripts

Name:

Model:

ID:

Comments:

OK Cancel



Picked model: DSP_DOORSWITCH
Picked model: DSP_DOORSWITCH
TimeManager::Update: warning, frame 704 was slow (6659 ms)

2) [switch2.JPG](#), downloaded 955 times



Edit object

General | Position | Scripts

Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script Definition

Use the controls below to select a script type and edit its parameters.

Type: JFW_Character_Buy_Poke

Parameter(s)

Name: Preset_Name

Value: CnC_GDI_Grenadier_2SF

Ok Cancel

Add... Modify... Delete

OK Cancel



TimeManager::Update: warning, frame 707 was slow (61634 ms)
 TimeManager::Update: warning, frame 708 was slow (31953 ms)
 TimeManager::Update: warning, frame 709 was slow (5946 ms)

3) [switch3.JPG](#), downloaded 948 times

