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.

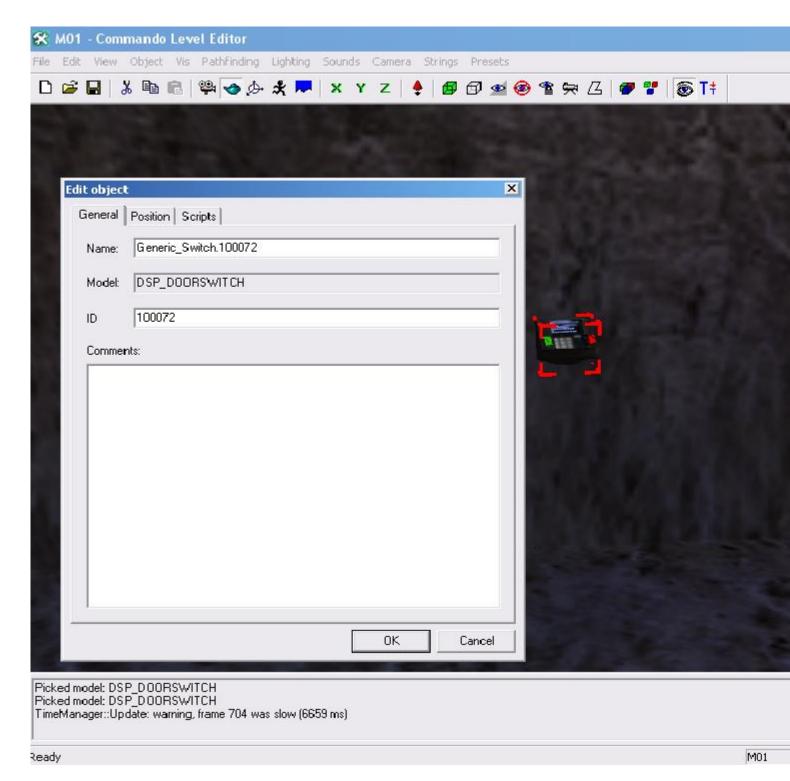
Fill in the other parameters. The cost (in credits) and the player type, which is the team who can poke it. 1 is GDI, and 0 is Nod. Click OK on the Script Definition window and OK on the edit object window. Your script was added. Go into the game and try it out!

## File Attachments

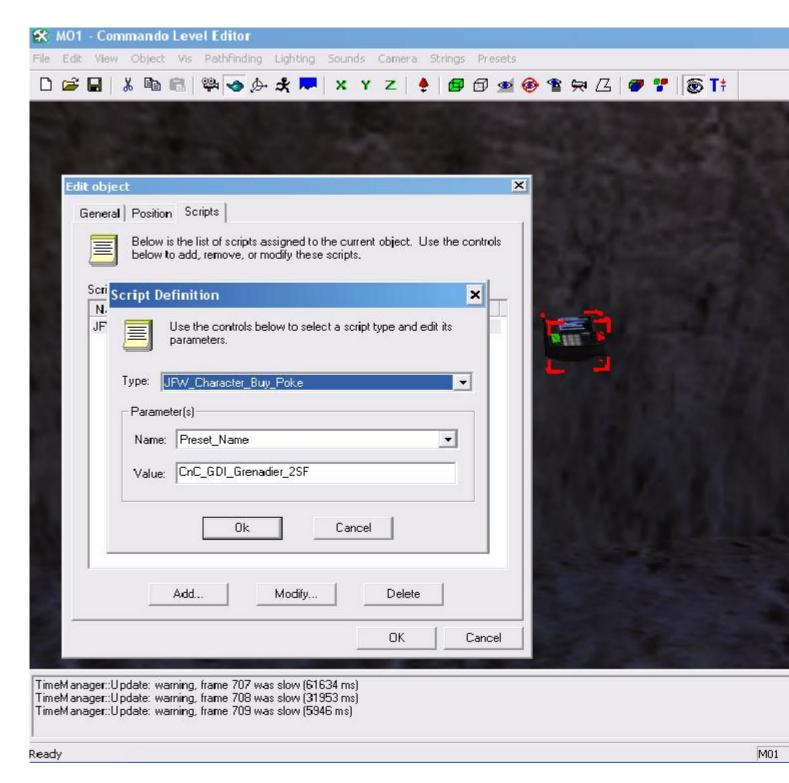
1) Switch.JPG, downloaded 344 times

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2) switch2.JPG, downloaded 360 times



3) switch3.JPG, downloaded 346 times

