Subject: Re: Please Help
Posted by Sn1per74* on Sat, 04 Aug 2007 20:37:06 GMT
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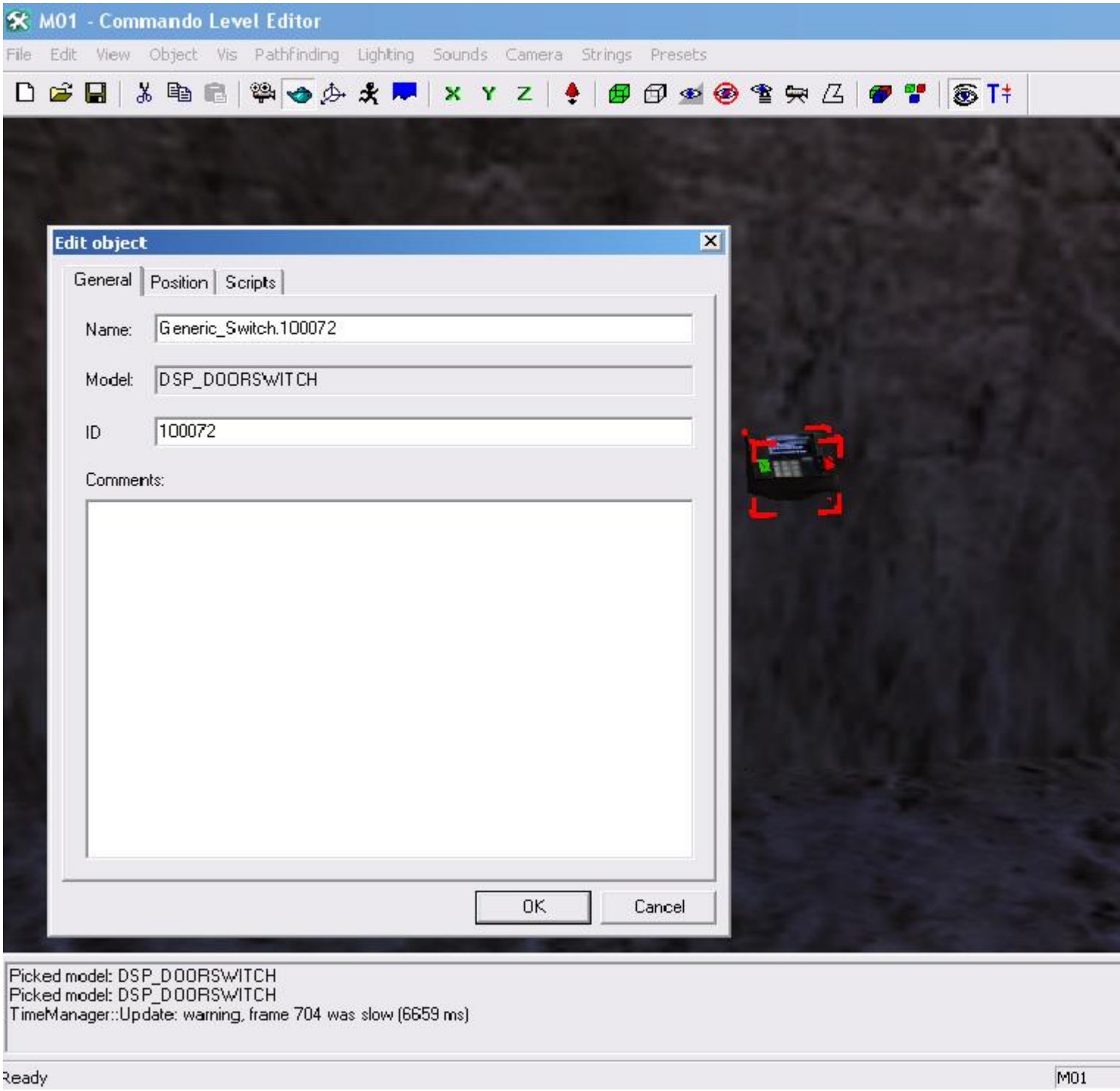
Make the generic Switch...
Then double click the generic switch on the map, so a box appears.

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.

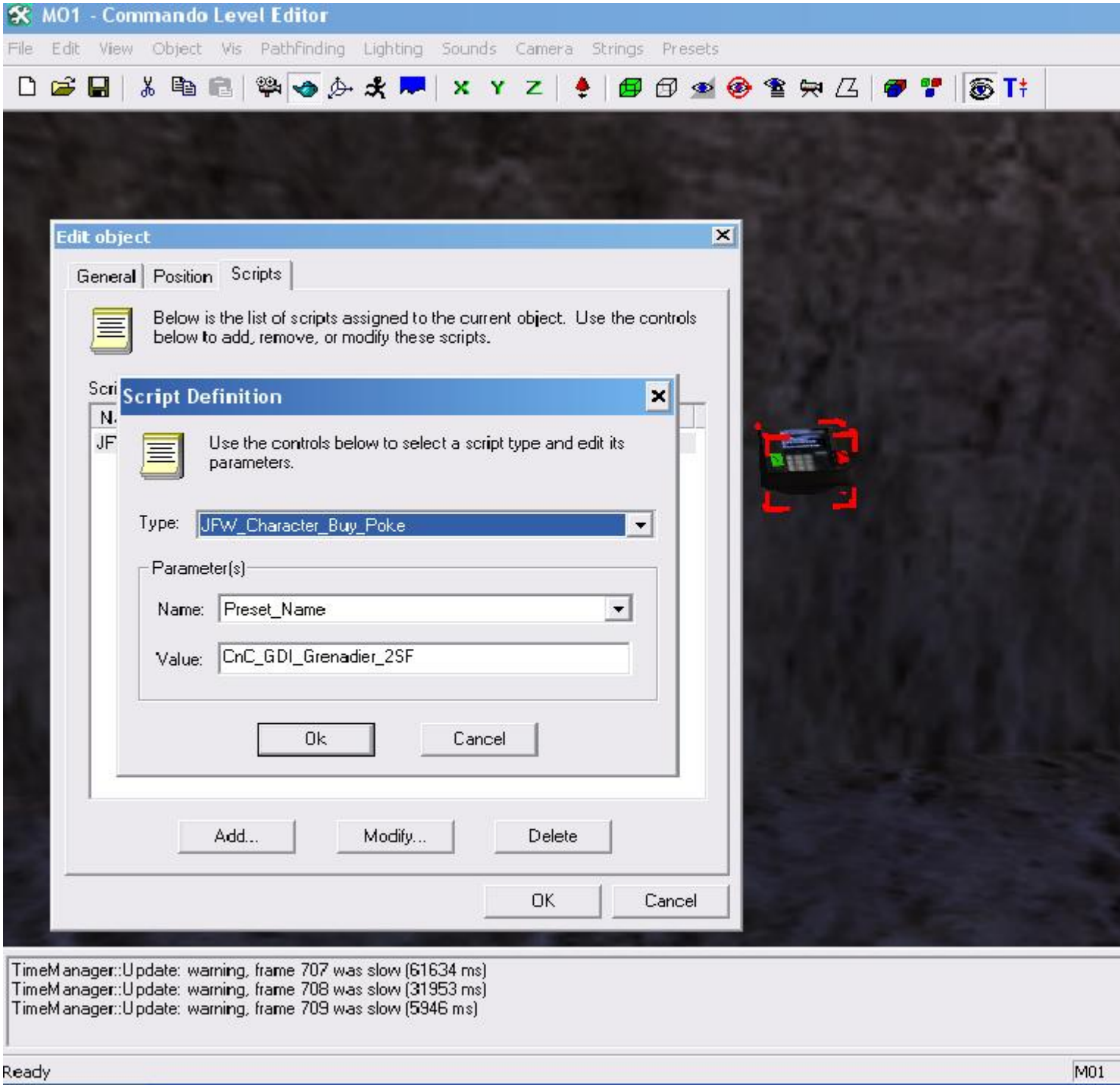
Fill in the other parameters. The cost (in credits) and the player type, which is the team who can poke it. 1 is GDI, and 0 is Nod. Click OK on the Script Definition window and OK on the edit object window. Your script was added. Go into the game and try it out!

File Attachments

1) Switch.JPG, downloaded 764 times



2) switch2.JPG, downloaded 782 times



3) switch3.JPG, downloaded 775 times

1 2 3 4 5 6 7 8
FPS = 37, SFPS = 60, PING = 58, KBPS
Team
2x GDI
0x Mod
Player
1. Sn1per74
200
Switch
Sn1per74
Recruit
N
EVA
200
100
Credits: 214
Time Remaining: 00:20:53
100
Tiberium Flechet