
Subject: Re: Please Help

Posted by [ATdrag0N](#) on Mon, 06 Aug 2007 00:54:10 GMT

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An dem teil kaufe ich mir die einheiten mit E dann habe ich sie gleich, so wie es oben beschreiben ist.

Da habe ich das eingestellt und auch beid enn anderen.

Aber es geht nicht.

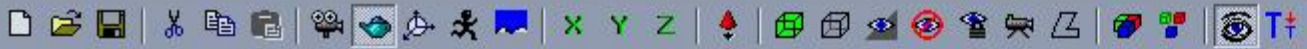
Muss ich denn oben sehenden schalter die einheiten wieder neu zuordnen damit das geht oder reichen die änderungen die im 2 screen zu sehen sind?

Oder muss ich hier die charecter wieder neu zuordnen damit es wirksam wird ?

File Attachments

1) [1.JPG](#), downloaded 770 times

2) [2.JPG](#), downloaded 781 times



Edit object

General Physics Model Settings Dependencies Scripts Dial

Health 250.000

HealthMax 250.000

Skin SkinChemWarrior

ShieldStrength 100.000

ShieldStrengthMax 100.000

Shield Type ShieldKevlar

DamagePoints 0.140

DeathPoints 50.000

TranslatedNameID

IDS_Enc_Char_GDI_MinigunnerBoss_Name

InfoIconTextureFilename

always\hud\targeting\people\i_gdi_troop.tga

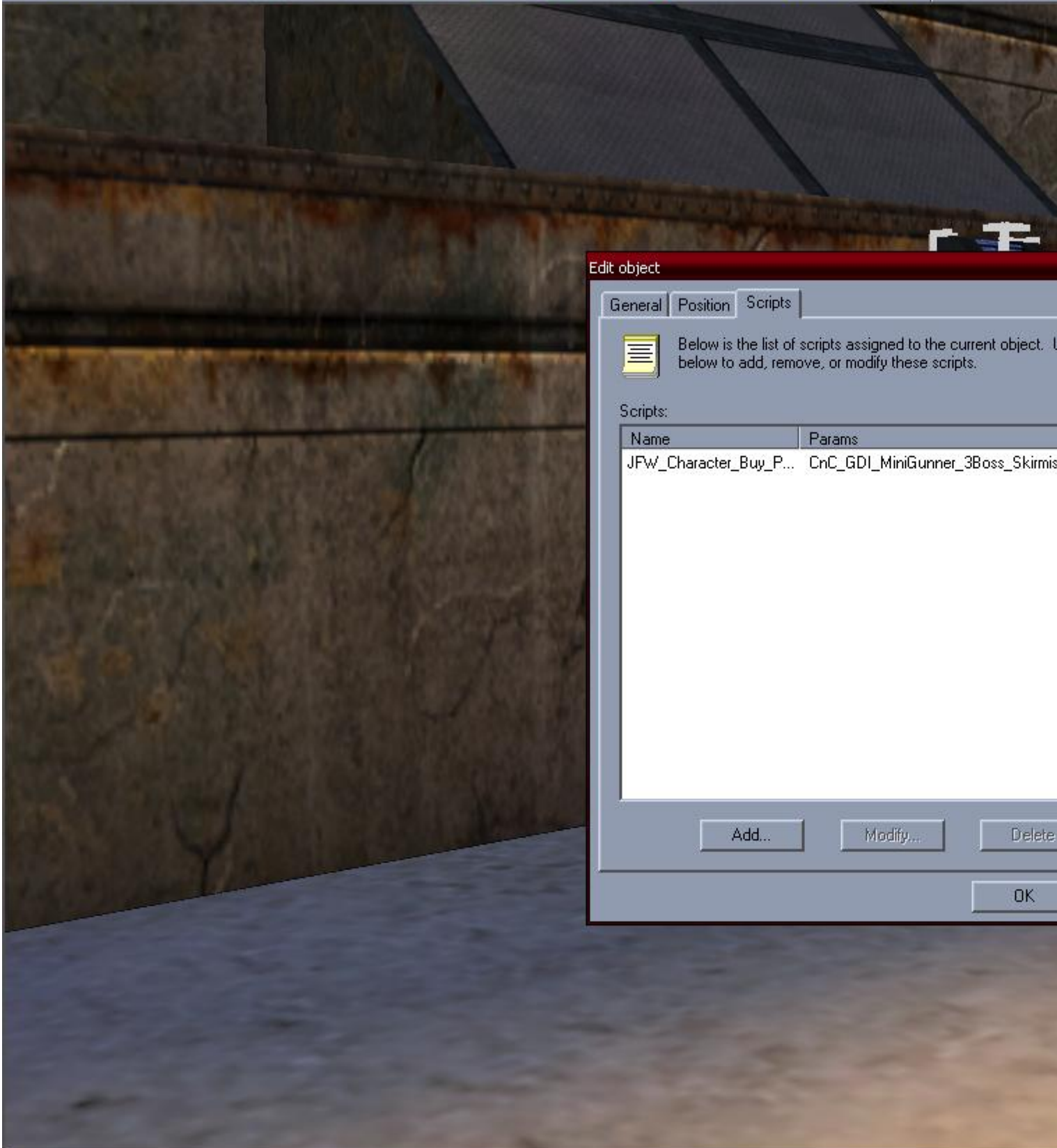
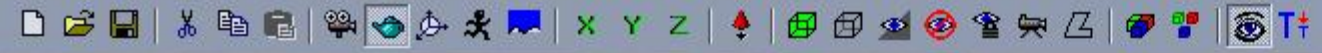
Encyclopedia Type Character

OK

Cancel

Picked model: DSP_DOORSWITCH
Picked model: DSP_DOORSWITCH
TimeManager::Update: warning, frame 2482 was slow (6329 ms)

3) [3.JPG](#), downloaded 773 times



Edit object

General Position Scripts



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

Scripts:

Name	Params
JFW_Character_Buy_P...	CnC_GDI_MiniGunner_3Boss_Skirmis

Add...

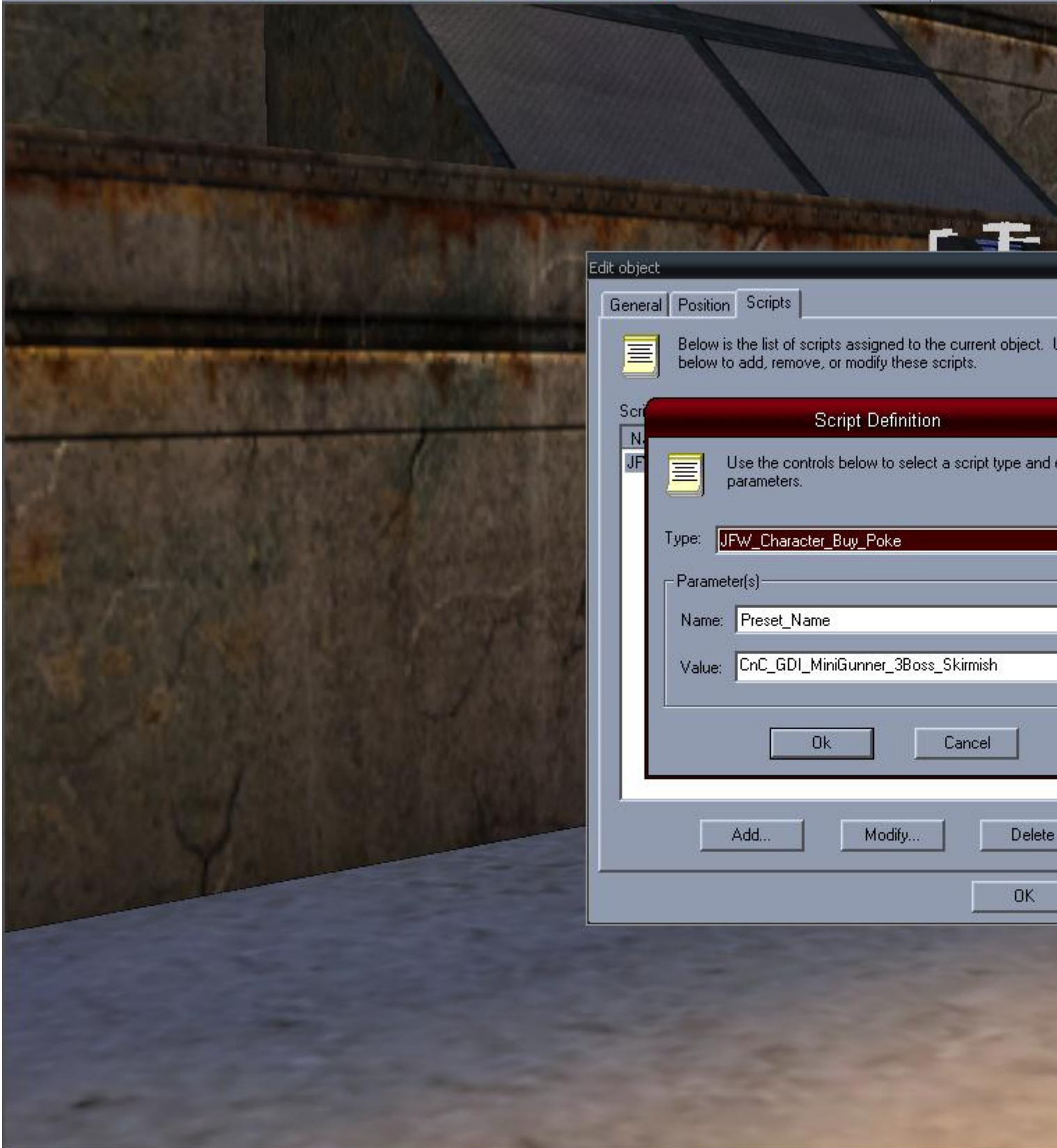
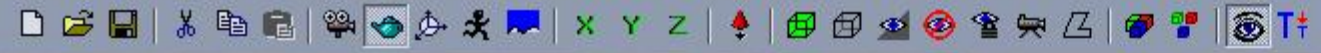
Modify...

Delete

OK

Picked model: DSP_DOORSWITCH
Selection set: Generic_Switch.100008 (VisObjectId = 2637.).
Picked model: DSP_DOORSWITCH

4) [4.JPG](#), downloaded 745 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 Name

JFW...

Script Definition

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

Type: JFW_Character_Buy_Poke

Parameter(s)

Name: Preset_Name

Value: CnC_GDI_MiniGunner_3Boss_Skirmish

Ok Cancel

Add... Modify... Delete

OK

TimeManager::Update: warning, frame 313 was slow (17184 ms)
TimeManager::Update: warning, frame 314 was slow (18515 ms)
TimeManager::Update: warning, frame 315 was slow (2341 ms)