Subject: Rebuildable buildings
Posted by General Havoc on Tue, 01 Jul 2003 11:36:06 GMT
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I think [REHT]Spirit knows how it's done but NameHunter wrote how to do it. His site is at
http://www.theoriginalmrbob.com/~namehunter/Tutorials.html if you want to take a look. Also
check the renevo forums as they contain how to do it. In theory it is possible to do but making the
buildings function in another thing. We are able to spawn PT's using the scipt NameHunter
mentionsin the tutorial. Basically you just "drop" a model that proxys in PT's at the correct location
in the building. Spawning a building controller as far as i know doesn't work, nor does startup
spawners.

_General Havoc