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Subject: Re: Kill Buildings

Posted by [Zion](#) on Sun, 02 Sep 2007 20:03:09 GMT

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In mission maps, you MUST use the SP buildings controllers. You CANNOT use any other controllers or scripts to make these buildings work.

The term, 'Fake buildings' means making a vehicle with the mesh of the building. As this is still a vehicle the buildings can be destroyed just like destroying another vehicle. There is a script attached to the vehicle which will kill the building controller in question.

That was is good for buildings that don't do anything other than one thing, IE, base defenses or power plants. Buildings that perform acts more than supply power or attack enemies, like generating funds or creating vehicles will not perform their acts fully with 'fake buildings'. Sorry but this is the serverside limitation.

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