Subject: Uneven map idea
Posted by General Havoc on Mon, 07 Jul 2003 15:29:01 GMT
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There is an assault script that Jonathen Wilson wrote. I don't think anyone has ever used it but he must have wrote it for a reason, either his own idea or a sugested idea. Not certain how it works yet just need to think how to use it.

JFW_Assault_Powerplant_Controller (script for assault map)
 Time (how long the timer should run for)
 TimerNum (what number to use for the timer)
 Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
 Power_Off (what message will turn the buildings off)
 Power_On (what message will turn the buildings on)
 Building1-Building15 (the buildings to turn off/on)
 On startup, this script sets an internal flag to false then sends Power_Off to all 15 building controllers. It also starts a timer.
 On timer expired, if the flag is false it will send Power_On to all 15 buildings.
 On zone entry, the flag is set to true.
 On zone exit, the flag is set to false.

 _General Havoc