cnc95fan wrote on Fri, 28 December 2007 17:57IronWarrior wrote on Fri, 28 December 2007 12:11Ethenal wrote on Thu, 27 December 2007 16:56Reborn has working cameras on MP-Gaming's OmegaAOW server. I'm sure he'd be glad to help you out.

That should be be..

Quote:IronWarrior has working cameras on MP-Gaming's OmegaAOW server. I'm sure he'd be glad to help you out.

(I made the maps, added all the crap inside the maps, though not the mod on them, credits for them goes to Zunnie)

But Reborn does know this as well, he knows alot more. The cameras are really easy, nothing super special about it.

If you want them to track enemy targets, where it says "Angle" add a value of 90 or 60, whatever you want. Then, it will scan a radius of whatever you put, leaving it blank, will make it not move, unless it spots a enemy unit, good for fixed spots.

Can you explain the non-useable Generic Switches? I can't figure out what they are for..

You need to update your scripts to 2.9.2 or above, as they can only be poked by players with these scripts.

The big consoles allow you to re-build destroyed buildings for 14k. (must re-enter the server for the PT's to work again or use the switchs below)

Lone switchs next to MCT's will buy you a tech/hotwire.

Switchs at the rear of the Hand of Nod and inside the Barracks will buy you different characters.

The set of switchs inside the War and Air, will buy you vehicles.

The switch at the Ref docking area, will build a driveable supply   truck which can be used to hav tiberium.

Full information can be found here: http://www.multiplayerforums.com/index.php?showtopic=561

Scripts 2.9.2 or 3.4.4 can be downloaded here: http://www.game-maps.net