
Subject: Re: Harvester controllers

Posted by [Gen_Blacky](#) on Sun, 17 Feb 2008 17:12:48 GMT

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cnc95fan wrote on Sun, 17 February 2008 06:27 What are they and how do I get its "ID" in Level Edit....?

The controller is used to control certain functions in the game like being able to buy upgrades , how much health the building has , changing msgs for destroying buildings.

The controller looks for a certain mesh prefix and applies it to that model.

The ref controller is used to control how much money the harv dumps, what vehicle is used for the ref , im guessing it has to do something with innate pathfind.

To find the id just double click the object , look at the tab called General and you should see your ID name.

Edit: Someone plz correct me if im wrong about controllers.
