
Subject: Re: Script Problem

Posted by [rrutk](#) on Fri, 28 Mar 2008 01:45:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok, I solved some things.

I made a special Terminal, where its possible, to buy a aircraft via JFW_Preset_Buy_Poke_Delay_Sound.

Then it apears in the sky, is following a waypath accross the enemy base and disapears through a damage script on the end of waypath.

So, the problems are now:

a) over the enemy base they should drop some bombs or firing rockets...cinematic or real. it should look nice. may be with scriptzone_all entry or something??? but it doenst work.

b) a airstrike purchase terminal is in each building. but the timer works for each PT seperate. so the delay between purchases is only in one building. its possible to buy a new airstrike in the other buildings during delay time. why?

c) the scipt doesnt play the purchase sound, even if i wrote it in parameters. why?
