
Subject: Re: Tiberian is hazardous to your health
Posted by [reborn](#) on Mon, 25 May 2009 21:48:53 GMT
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renalpha wrote on Mon, 25 May 2009 17:25 looks good.
this looks done now

Thanks, the ground work is laid now. I have made it configurable in terms of each crystal sizes credit and point worth, and how much damage should be applied to the holder, as well as how long it takes to spawn the crystal etc etc

However, I now need to find the right locations to spawn the trees for each map, as well as the tiberian processing plants (this is a boring job). I would also like to make this dynamic so it could work for any map by simply filling in some values in the ini file.

I also need to re-think how I am making that tiberian tree pump the gas out. At the moment I am simply creating another tree each time. I was previously destroying the tree then re-creating it, but that seemed to cause a glitch where sometimes it didn't re-spawn. Ideally I would get it to just set the animation frame back to 0 again and replay the anim.
