
Subject: Re: C&C_TheTwoTowers soon - Naval and Flying

Posted by [rrutk](#) on Wed, 12 Oct 2011 19:57:32 GMT

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jonwil wrote on Wed, 12 October 2011 11:38 Good luck getting it to work in a .mix OR a .pkg. MDB_ExpVehFac_xxx scripting requires stuff in tt.ini and tt.ini is a global file and is loaded only once at startup.

The MDB_ExpVehFac_Naval-Factory Script works without changes (!!) and the naval presets are purchased, but with the naval script attached to shipyard Renegade crashes if one buys a VTOL unit.

So, either naval OR flying.

And I didn't check if the Naval units would have been greyed out.

But this shows, that a naval logic would be scriptable without changes in the hud.ini...

ATM I made purchase points for the naval stuff, because I want to be the map flying and naval.

Would it be possible to modify the script to have only the naval stuff, but no changes for flying units?

I guess, the map will be ready within a week for testing...

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