Subject: Re: Where can I find Jonwil's Level editor?
Posted by Generalcamo on Thu, 07 Jun 2012 19:25:46 GMT

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TT 4.0 comes with a new way to implement construction yards.

First off, you will need to temp a preset under Buildings-->Construction Yard. Now then, we will need to implement armor and health to the Con Yard. Let me copy this from the Fjords Con Yard:

Health: 700
HealthMax: 700
Skin: CNCStructureHeavy

ShieldStrength: 0
ShieldStrengthMax: 0
Shield Type: CNCStructureHeavy

Damage Points: 1
Death Points: 300

TranslatedNameID: IDS_Enc_Struct_GDI_ConstructionYard_Name OR
IDS_Enc_Struct_Nod_ConstructionYard_Name

InfoIconTexture Filename: Leave Blank

EncyclopediaType: Building

Building Owner: Choose either Nod or GDI.

Mesh Prefix: Look in your model of the conyard to find the prefix

MCTSkin: CNCMCT

Building Type: conyard

Now for the Repair Rates.
Generally, for a normal AOW match, these are the values that should be placed:

Repair Rate: 0.5
Vehicle Repair Rate: 0.5
Repair Amount: 8
Low Power Repair Amount: 4
Repair Warhead: Repair.

And that is all there is to it for a TT Con Yard.

For a Beacon Building, set it up the same way you would a normal building, but add

JFW_Beacon_Building to the scripts.