
Subject: Greg, About The Tools Update, Concerning Building Controller
Posted by [Anonymous](#) on Fri, 21 Jun 2002 16:14:00 GMT

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Well, I'm at a standstill with my new map, C&C_Tropics. It's totally ready to go, except that my Communications Centers NEED a MCT piece to make the game recognize it as a MCT. I cannot add that and keep the map as a .mix file. Will this be fixed? Will we be able to add new building controllers and keep the map as a .mix file? I have Tiberium Silos and I want to add those as well, but that isn't possible without making a new building controller. Also, is there a way to get EVA to announce that certain structures are under attack? Sort of how you shoot the WF with Nod and EVA announces it. I have Repair Pads standard with all of my maps and EVA will NOT announce that they are under attack. I want it in text and in audio, but I haven't found a way to get EVA to announce it via audio.

Subject: Greg, About The Tools Update, Concerning Building Controller
Posted by [Anonymous](#) on Fri, 21 Jun 2002 16:18:00 GMT

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Maybe you have to attach the right script to the building controller or by setting the building-type.

Subject: Greg, About The Tools Update, Concerning Building Controller
Posted by [Anonymous](#) on Fri, 21 Jun 2002 16:25:00 GMT

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What script? All of the building controllers have no scripts except the no_damage script. You can make EVA announce something by text, but never by audio.

Subject: Greg, About The Tools Update, Concerning Building Controller
Posted by [Anonymous](#) on Fri, 21 Jun 2002 16:32:00 GMT

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Probably a hard coded thing. :-\The file is there, but I guess it'd require some hacking. Isn't there a play audio script somewhere?

Subject: Greg, About The Tools Update, Concerning Building Controller
Posted by [Anonymous](#) on Fri, 21 Jun 2002 18:55:00 GMT

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Subject: Greg, About The Tools Update, Concerning Building Controller

Posted by [Anonymous](#) on Fri, 21 Jun 2002 19:05:00 GMT

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ACK, unfortunately this is not going to be fixed; it just won't work. If you need new presets (which any "innovative" map will definitely need) you have to ship it as a PKG.greg

Subject: Greg, About The Tools Update, Concerning Building Controller

Posted by [Anonymous](#) on Fri, 21 Jun 2002 20:13:00 GMT

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Well, with that said, will there be a fix to the FDS that will allow mods to be run with mix maps? If so, then I'll use pkg maps more often, but if not, there's no real reason to use them.
