
Subject: Credits the no Ref

Posted by [SuperMidget](#) on Sat, 26 Feb 2005 13:42:43 GMT

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On DM maps (eg. Islands_KOTH) How do they make the credits rise even when there's no tib ref? I ask because I am in the midst of creating my first map, which happens to be a DM map, and i need to know how to do that.

I'm still a noob but only with Leveledit now. I've learned RenX really well.

(theres nothing about this on renhelp.co.uk)

Thanks.

Subject: Credits the no Ref

Posted by [WNxCABAL](#) on Sat, 26 Feb 2005 14:53:59 GMT

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just add a Tiberium Refinery Building Controller to the map!

Subject: Credits the no Ref

Posted by [Naamloos](#) on Sat, 26 Feb 2005 17:00:28 GMT

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Hmm, wasn't there a script that could give money over time?

Subject: Credits the no Ref

Posted by [SuperMidget](#) on Sat, 26 Feb 2005 23:05:35 GMT

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TFWxANDY just add a Tiberium Refinery Building Controller to the map!

Eh?

Where, how and... how.

Subject: Credits the no Ref

Posted by [WNxCABAL](#) on Sun, 27 Feb 2005 00:11:40 GMT

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Subject: Credits the no Ref

Posted by [jonwil](#) on Sun, 27 Feb 2005 00:16:58 GMT

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The best way to do credits on a map like that is to use the GTH_Credit_Trickle script.

Subject: Credits the no Ref

Posted by [Naamloos](#) on Sun, 27 Feb 2005 00:20:44 GMT

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jonwilThe best way to do credits on a map like that is to use the GTH_Credit_Trickle script.

Any "special" ways of activating it or should it be added to a daves arrow?

Subject: Credits the no Ref

Posted by [jonwil](#) on Sun, 27 Feb 2005 00:34:02 GMT

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Make something GDI somewhere (e.g. a vehicle off somewhere where you cant get to). Do the same for Nod.

Then put the GTH_Credit_Trickle on each of those.

Subject: Credits the no Ref

Posted by [tooncy](#) on Sun, 27 Feb 2005 00:41:55 GMT

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Won't that only work if you enter the vech? I remember I had that script set up on a Recon bike in a drop mod, and when I got in my credits would skyrocket (the way I set it up), but when I got out they were added at their normal rate.

Subject: Credits the no Ref

Posted by [jonwil](#) on Sun, 27 Feb 2005 00:42:44 GMT

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no, it will work.

Thats how it is done for the Silos in RenAlert AFAIK.

Subject: Credits the no Ref

Posted by [SuperMidget](#) on Sun, 27 Feb 2005 01:24:22 GMT

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So the 'trickle' will work if i make a vech somewhere for each team?

Also: for start (spawn) points, do i make them seperate, or use the CTRL + P way for each?

Subject: Credits the no Ref

Posted by [Oblivion165](#) on Sun, 27 Feb 2005 08:17:52 GMT

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SuperMidgetSo the 'trickle' will work if i make a vech somewhere for each team?

Also: for start (spawn) points, do i make them seperate, or use the CTRL + P way for each?

Huh? The only two building controllers that support Ctrl + P is the Ore Ref and vech producers on both teams (4 really)

Start spawn, just place them, and face them.

Subject: Credits the no Ref

Posted by [Naamloos](#) on Sun, 27 Feb 2005 12:33:14 GMT

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SuperMidgetSo the 'trickle' will work if i make a vech somewhere for each team?

Quote:Make something GDI somewhere

Best not to use a vehicle with most maps, since they fall and get destroyed and can be spotted on radar. So use something beter.

Subject: Credits the no Ref

Posted by [SuperMidget](#) on Sun, 27 Feb 2005 14:50:46 GMT

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alright, now where can i find the trickle credit script in level edit?

Subject: Credits the no Ref

Posted by [SuperMidget](#) on Sun, 27 Feb 2005 14:51:40 GMT

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alright, now where can i find the trickle credit script in level edit?

Note: Already I have put the two Tiberium Refinery Building Controller on the map, is that all i really have to do?

Subject: Credits the no Ref

Posted by [Naamloos](#) on Sun, 27 Feb 2005 16:17:32 GMT

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Someone should make some script tutorial that explains how the most usefull scripts work and stuff...

Go to your maps folder and make a new folder named "Scripts" there. Than copy both scripts.dll and scripts2.dll from your renegade folder there.

After that open level edit and select the object you wan't to add the script to. (you can beter temp this object inside the presets list)

Scripts can be added, removed or modded inside the scripts tab of an object.
