Subject: Main base defence questions.
Posted by Naamloos on Sun, 27 Feb 2005 12:37:43 GMT

What could be a reason for the obelisk not firing?

The building IS "activated" but it's not shooting at anything. While the AGT is.

I tried placing the building controller on many places around the obi but it never attacks enemy units.

And how do i edit the weapons that they use? (the 2 scripts they have doesn't have anything that can be changed)

:oops:

Subject: Main base defence questions.
Posted by Oblivion165 on Sun, 27 Feb 2005 21:36:11 GMT

Did you try the base_defence script?

i think they are:

JFW_Base_Defence
&
M00_Base_Defence

Something like that.

Subject: Main base defence questions.
Posted by Naamloos on Sun, 27 Feb 2005 21:57:05 GMT

Only range and ROF can be changed there, not the weapon's.

Subject: Main base defence questions.
Posted by Oblivion165 on Sun, 27 Feb 2005 22:07:36 GMT

Yeah but alot of the time it forces it.

Subject: Main base defence questions.
Posted by Naamloos on Tue, 01 Mar 2005 18:56:55 GMT
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I have been trying a few more things but none of them fix my 2 problems.

The Nod obelisk just won't fire. And i can't find a easy way to change base defence ammo/weapon.

Subject: Main base defence questions.
Posted by Naamloos on Wed, 02 Mar 2005 14:24:30 GMT
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Are my questions to hard or something?

Subject: Main base defence questions.
Posted by Slash0x on Wed, 02 Mar 2005 15:09:54 GMT
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For the building, look at tutorials. As for the weapon, you can't...it's hard coded into the scripts.

Subject: Main base defence questions.
Posted by CnCsoldier08 on Wed, 02 Mar 2005 15:12:40 GMT
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The controller for the obelisk has to be at a certain spot.

Subject: Main base defence questions.
Posted by Naamloos on Wed, 02 Mar 2005 15:36:11 GMT
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I know where to place the controller... But the obelisk won't fire at all.

Quote:As for the weapon, you can't...it's hard coded into the scripts.

Damn...

Subject: Main base defence questions.
Posted by laeubi on Thu, 03 Mar 2005 13:28:16 GMT
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you have the scripts copied to your Mod folder into a folder called scripts right?

Subject: Main base defence questions.
Posted by PsycoArmy on Thu, 03 Mar 2005 15:35:14 GMT
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Yeh scripts sounds like a good idea.

Subject: Main base defence questions.
Posted by Naamloos on Thu, 03 Mar 2005 16:36:47 GMT
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I fixed it.

The controlled was below the obi as it should, but the "firing point" was probable inside the red part of the obelisk(that's why it couldn't "see" anything) so placing it a little higher fixed this problem.

And since changing what defenses shoot is impossable this topic has no use unless someone does know how to do that.

Subject: Main base defence questions.
Posted by laeubi on Thu, 03 Mar 2005 16:45:37 GMT
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it is possible... but only in MoDs AFAIK

Subject: Main base defence questions.
Posted by Naamloos on Thu, 03 Mar 2005 16:51:16 GMT
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What does "AFAIK" mean? Lol. :oops:

Subject: Main base defence questions.
Posted by WNxCABAL on Thu, 03 Mar 2005 16:59:06 GMT
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NaamloosWhat does "AFAIK" mean? Lol. :oops:
As Far As I Know

Subject: Main base defence questions.
Posted by Naamloos on Thu, 03 Mar 2005 17:00:51 GMT
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Ah lol.

Well i'm not making a TC here so the idea is dropped.

Subject: Main base defence questions.
Posted by vloktboky on Sat, 05 Mar 2005 18:29:30 GMT
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The obelisk just fires a laser, which is defined in its properties in LE.

Subject: Main base defence questions.
Posted by Deactivated on Sat, 05 Mar 2005 19:24:22 GMT
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WNxCABALNaamloosWhat does "AFAIK" mean? Lol. :oops:
As Far As I Know

As Far As I Don't Know

Subject: Main base defence questions.
Posted by Naamloos on Sat, 05 Mar 2005 20:02:59 GMT
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vloktbokyThe obelisk just fires a laser, which is defined in its properties in LE.

I know where the weapons for the defences are located, and how to edit them, ect.

But what i don't know is how to attach a new (temped) version to the structure.