Subject: Temp Cloned Bldg controllers? can it work?
Posted by Anonymous on Sat, 26 Oct 2002 20:12:00 GMT
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I tried to "Temp" clone the PP building controller so I could add the Eng_Target script and still be able to export as MIX. Will this work?My beta test crashed when I attacked the PP. I wasnt sure if it was the mod or just my system, because my comp crashes after I use RenX and LevelEdit alot.

Subject: Temp Cloned Bldg controllers? can it work?
Posted by Anonymous on Sat, 26 Oct 2002 20:19:00 GMT
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NM, I found out- No you cant!Crashes game when building is attacked.

Subject: Temp Cloned Bldg controllers? can it work?
Posted by Anonymous on Sat, 26 Oct 2002 20:20:00 GMT
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Yeah, I've done it to add the destruction/damage report ID string translations to the communications centers and the repair pads, and they work fine in .mix files.

Subject: Temp Cloned Bldg controllers? can it work?
Posted by Anonymous on Sat, 26 Oct 2002 21:04:00 GMT
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I didnt just change the preset, I cloned it and added the M03_Eng_Target script to the cloned one.when I attacked the PP it crashed the game. (actually was in PKG format too)

Subject: Temp Cloned Bldg controllers? can it work?
Posted by Anonymous on Sat, 26 Oct 2002 21:54:00 GMT
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That script doesn't work with a building controller.

Subject: Temp Cloned Bldg controllers? can it work?
Posted by Anonymous on Sun, 27 Oct 2002 15:00:00 GMT
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What script would I use to get the Engies to repair a building then?