Subject: Beacon Zones
Posted by Anonymous on Sun, 15 Dec 2002 18:02:00 GMT
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I've placed stand alone beacon zones in my DM map, but they dont work? Any special script i have to attach?

Subject: Beacon Zones
Posted by Anonymous on Mon, 16 Dec 2002 07:23:00 GMT
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Make sure you have one working building by placing a controler. Make sure you also have a beacon zone over the ped. To make a building work, put the right bulding controler where the following says. For barracks and HON, you put it anywhere but it has to be half way in. I think for the AGT, you put it half way in on the top. For the Ob, you put it by the top point. I forgot where you put them on the Weapons Fac., Airstrip and Power Plants. [December 16, 2002, 07:25: Message edited by: Tiberc]

Subject: Beacon Zones
Posted by Anonymous on Mon, 16 Dec 2002 17:03:00 GMT
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Well, i dont have any buildings in this map. Its a DM race to plant a beacon. So is their any way to make beacon zones without having any buildings in the map?

Subject: Beacon Zones
Posted by Anonymous on Tue, 17 Dec 2002 07:00:00 GMT
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Nope, you got to have atleast one building, or you can just stick a PP controler fo each team somewhere where no one can go. Then the beacon peds. might work.

Subject: Beacon Zones
Posted by Anonymous on Tue, 17 Dec 2002 11:28:00 GMT
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Just stick the refer controller for each team half way in the ground, that will give each team 2 credits per second and allow for Beacon Zones.

Subject: Beacon Zones

Posted by Anonymous on Tue, 17 Dec 2002 18:34:00 GMT
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I'll put a building controller somewhere, but why would i need 2 credits a second?   Its a DM.

Subject: Beacon Zones
Posted by Anonymous on Wed, 18 Dec 2002 04:19:00 GMT
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Hey it worked! Thanks to everyone who helped!

Subject: Beacon Zones
Posted by Anonymous on Wed, 18 Dec 2002 08:23:00 GMT
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Great, but if you also put the BRX and HON controllers in the ground then you can buy advanced characters at something you make as PT's (see C&C_CarnageClub....) deathmatch maps can have PTs and advanced characters too.and oh yeah, KANE LIVES!