
Subject: commando level editor
Posted by [ukshoot](#) on Mon, 28 Aug 2006 16:21:15 GMT
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HI

i need some basic help i am having trouble with ..

1, where is the gdi samsite in level editor i have found nods and thats it. i have temped nods and made it into gdi but ingame it will not stop shooting gdi

2, i was on this server today and they was this small square terminal on it when you pressed enter you got a specific item or character .is there a script you add to this terminal to make it work because i have no idea ..

any help or step by step instructions is very much appreciated

thanks

Subject: Re: commando level editor
Posted by [LR01](#) on Mon, 28 Aug 2006 16:31:47 GMT
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1. what script did you used? it supposes to work fine
2. that is a Generic_Switch, found under object -> simple -> Simple_DSAPO_Versions -> Generic_Switch
probely scripted with JFW_character_buy_poke

Subject: Re: commando level editor
Posted by [ukshoot](#) on Mon, 28 Aug 2006 16:34:27 GMT
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1, i used jfw.base.def i know its not the correct one but it was a kinda test and it still shot at its own team lol

2, thanks ill try that later

Subject: Re: commando level editor
Posted by [LR01](#) on Mon, 28 Aug 2006 16:37:06 GMT
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You don't use basedefence for a SAM site, there are more plp whit that problem, nod shoots nod, but that NEVER happend to me, I never saw a Nod/GDI AI bot shoot at a NOD/GDI bot, Did you know that M03_SAM_Site_logic is a good SAM site script?

Subject: Re: commando level editor

Posted by [ukshoot](#) on Mon, 28 Aug 2006 16:44:02 GMT

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ill try that,so am i doing it the correct way i have to temp nods samsite to get a working gdi one ?

also why your on this topic is there any reason why level editor would crash when putting the script jfw teleport into a building i have used this lots of times outside of building and its been working fine.

nevermind using wrong script for teleport needed tda teleport
