
Subject: somthing.

Posted by [crazfulla](#) on Sat, 18 Nov 2006 06:12:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Capturable buildings. I have reanimated the tech oil derrick from the scudstorm mod and want to include it in a middle eastern themed map. But, not sure how to make it capturable. I have taken note of a script SCUD_Set_Playertype_On_Custom obviously to attach to the derrick itself; but how would I trigger the custom using the current (or upcoming 3.0) scripts release? I know there are Poke Send Custom scripts, but in the mod they seem to use a script zone?

Subject: Re: somthing.

Posted by [Jerad2142](#) on Sat, 18 Nov 2006 06:15:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Use script zones, when entered by a team, or object, it will send a custom to the Derrick and change the team (thats one way anyway).

Subject: Re: somthing.

Posted by [crazfulla](#) on Sat, 18 Nov 2006 06:21:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah I would think so, but which script to attach to the script zone? I would assume somthing along the lines of a certain preset entering the scriptzone?

Subject: Re: somthing.

Posted by [Jerad2142](#) on Sat, 18 Nov 2006 06:24:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Use the script "TDA_Send_Custom_Zone"

Subject: Re: somthing.

Posted by [crazfulla](#) on Sat, 18 Nov 2006 06:25:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

ty ^_^

although that doesn't seem to specify which preset is required to trigger the custom... IE I would like for only engineers or Hottys/Techs to be able to capture them.

Subject: Re: somthing.

Posted by [R315r4z0r](#) on Sat, 18 Nov 2006 15:51:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is there a way to set it that when a team repairs the structure, it turns to their team? (Just shoot some part inside the building to capture it)

Subject: Re: something.

Posted by [Jerad2142](#) on Sat, 18 Nov 2006 16:12:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes, what you would have to do is set it up to toggle teams every time it took damage, when it switched to the team to the person who shot it, if he shot it again (friendly fire is off) it would not take any damage so it would not switch to the other team. To do the toggle teams method use the scripts "JFW_Custom_Send_Ordered_Customs" fill in every other spot with a different custom (Ex. 2,3,2,3,2,3,2,3 these numbers are what ever you want them to be as long as they alternate) and "SCUD_Set_Player_Type_OnCustom" when this script receives custom message 2 it would change team to nod or GDI, then make the same script again for the other team (this script will have to be attached to all objects that you want to change team). And if you are going to have a lot of objects that change team attach the script "JFW_Send_Custom_Distance_Objects_Custom" to the object that you send the toggled custom to and have this script send the message to GDI (then make an exact copy of the script and have it send to nod to) in the end you will have 2-4 copies of this script depending how you set it up (do not just send it to all teams using the team value of 2, in the past I have found that it messes up objects with scripting on them if you do this, like scripts set to continually repeat will stop going). That should do the trick, any more questions just ask.
