
Subject: create a sub-base defence?

Posted by [jnz](#) on Sat, 23 Dec 2006 04:22:42 GMT

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im sorry for all the questions (don't worry, it will pay off)

i need to know (script wise) how to create a sub base defence that operates for the team. like for nod you get the turrets.

i have seen this on some server and would like to know how to do it myself, i want the turret/gaurd tower to drop where the player is standing. i just need to know how ot do it. i assume it would be

```
GameObject *Create_Building(const char *preset,const Vector3 & Position);
```

but thats all i know.

Subject: Re: create a sub-base defence?

Posted by [danpaul88](#) on Sat, 23 Dec 2006 13:14:59 GMT

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turrets / guard towers are just vehicles with jfw_base_defense script on them, not actual buildings

Subject: Re: create a sub-base defence?

Posted by [jnz](#) on Sat, 23 Dec 2006 14:40:56 GMT

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how would i spawn one?

Subject: Re: create a sub-base defence?

Posted by [danpaul88](#) on Sat, 23 Dec 2006 15:10:14 GMT

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Create_Vehicle should be able to do it, as long as the preset exists in always.dat, or the maps .mix file.

Subject: Re: create a sub-base defence?

Posted by [jnz](#) on Sat, 23 Dec 2006 15:56:54 GMT

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dont i have to tell it what base to defend? and such...

Subject: Re: create a sub-base defence?
Posted by [danpaul88](#) on Sat, 23 Dec 2006 16:07:30 GMT
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Thats controlled by the presets team setting.

Subject: Re: create a sub-base defence?
Posted by [jnz](#) on Sat, 23 Dec 2006 17:03:44 GMT
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Quote:Team says which sides factories to create it at

i need it to spawn at an offset to a gameobj. is this possible?

Subject: Re: create a sub-base defence?
Posted by [danpaul88](#) on Sat, 23 Dec 2006 17:36:21 GMT
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use getPos on the gameobject your starting from, adjust the xyz coordinates on the Vector3 you get back, and then use that as your spawning point.

(its either getPos or getPosition, can't remember exactly which, but it returns a Vector3)
