Subject: GDI or Nod Pedestal
Posted by Anonymous on Sat, 25 Jan 2003 16:03:00 GMT
View Forum Message <> Reply to Message

OK i was asked this question earlier about adding pedestals to multiplayer maps. It puzzled me and i am not sure on the answer because its a question i wouln't have though twice about. When your adding pedestals to multiplayer maps you add scriptzones, how do you determine which players pedestal it is if there not in a building of Nod or GDI but in their base? The scriptzone is the same for Nod and GDI (eg. a DM map where there is a nod and GDI ped outside) what stops you winning when your GDI and you place an ion on your own ped from destroying the enemy base?

Subject: GDI or Nod Pedestal
Posted by Anonymous on Sun, 26 Jan 2003 03:21:00 GMT
View Forum Message <> Reply to Message

It isn't the pedestal. It is the proximity of the beacon script zone to the building controllers which surround it.If you place it only by GDI controllers, it will only work for Nod.If you place it only by Nod controllers, it will only work for GDI.If you place it near two controllers of differing teams, it will work for both teams.DMCenter and Beach are good examples of the last statement.

Subject: GDI or Nod Pedestal
Posted by Anonymous on Sun, 26 Jan 2003 04:14:00 GMT
View Forum Message <> Reply to Message

I didnt just say the model. You dont need it near buidling contrlers. Ages ago i made am od with two peds right next to each other with no building controlers anywhere near them. [January 26, 2003, 04:18: Message edited by: psycoarmy]

Subject: GDI or Nod Pedestal
Posted by Anonymous on Sun, 26 Jan 2003 12:50:00 GMT
View Forum Message <> Reply to Message

Its the pedistal itself. Theres a Nod one ang a GDI one.