Subject: Map building difficulties
Posted by Genesis on Sat, 05 May 2007 08:53:07 GMT
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I'm working on a new map, and a couple of issues have been brought to light. Hoping some of you guys can help me iron out the bugs in my work, and help me with some concepts I would like to add to it.

Okay, first the bug.

I have a construction yard for each team which is meant to repair the surrounding buildings. Now every FAQ and guide I have read only gives a vague description of how to perform this.

I have the TDA_ConYard_Controller attached to the yard in question and TDA_ConYard_Repair on each of the buildings I want repaired by it. Now I assume that the ID tags under Timer_ID correspond to the ID numbers of the building controllers I want to repair? The generally large number like '491530031'? If not, where can I find the correct ID number to punch in?

If so, then which values are recommended for base repairs? I've experimented with different repair frequencies but none of them seen to repair the base very quickly (if at all, the HP bar seems unmoving).

Now the concepts I'd like to add.

Firstly relates directly to my new structure I've been working on. Directly from classic C&C, the Technology Center (same graphic used for the prison in game). The idea is to have certain vehicles and units become unavailable when this building is destroyed (Stealth units, Mammoth tanks etc). From what I've seen of APB (A Path Beyond, RA mod) its very possible. Does anyone know how I could implement this? I would also like to remove Ion/Nuke beacons from the game if the Temple of Nod or Advanced Comm. Center is destroyed and render the ones held by players useless.

Secondly, I will be adding two power plants to each base. They are Advanced Power Plants modified from the original design and based off the classic C&C graphics. I want to add, dare I say, semi-realistic power levels to the map. That is to say destroying a single power plant will lower the total power, but not completely remove power from the base. If I were to destroy the Power Plant, base defenses might lower. But if I then attacked and destroyed one of the Obelisks, power would be restored because the requirement to power that structure is no longer there.

Hope I described that well. Basically I want it to work like the old school C&C game, meaning buildings have a power requirement and each building destroyed removes that strain off the power plants. Furthermore, costs will only be doubled if both power plants are destroyed. The benefit of destroying a single plant is obviously to lower advanced base defenses.

And lastly, I want to add an interesting and unique twist to my maps. Capturable buildings. The concept is to have engineers find and locate an abandoned structure on the map. That building would then be captured when an engineer from either team zaps the MCT with the repair gun (captures over time, not instantly). Failing that, I would very much like to add a new repair

gun-esque weapon capable of capturing the abandoned buildings. This would ONLY work on the special abandoned buildings and not default player structures like GDI or Nod buildings. However, buildings COULD be recaptured by the opposing side.

The reason for that last one is to grant airstrike ability to the players who hold certain positions, in this case a small nearby airbase. Thanks in advance guys.

Subject: Re: Map building difficulties
Posted by Jerad2142 on Sat, 05 May 2007 16:42:34 GMT
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Fun Fun.
Okay first double click the building controllers, you will obtain their IDs from the pop up window.

Second it is easiest just to make separate Pt's and just destroy those when a building is destroyed.

Third I suggest you make two separate building controllers that send a custom when destroyed, make an invisible box that will count the customs, when it gets one custom destroy an obelisk controller (or set its team to neutral should also work). When it gets two customs, have it destroy the real power plant controller which will just be hidden somewhere and not attached to any building.

Finally try putting an invisible box over the pt, when it is shot send a custom to the building controller, the custom will activate a change team script and change the buildings team (note this is only in theory, but technically it should work).

Yay 1200 ^^

Subject: Re: Map building difficulties
Posted by Genesis on Sun, 06 May 2007 10:52:04 GMT
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Quote:Second it is easiest just to make separate Pt's and just destroy those when a building is destroyed.Not really what im going for here. Having to make seperate PT's for every single item I want removed from the game seems a little haphazard for something which the game engine does automatically on the destruction of buildings such as the hand of nod or war factory.

I'm sure there is a way to directly affect the technology level. Its perfectly plausible to lock out technology from the start, so surely there is a script somewhere which allows you to do this on the fly? This will probably solve the ion/nuke beacon problem, but I still prefer the idea of having everything accessible from the default PT's. I'll have a play around and see what I can come up with in regards to that.

Quote:Third I suggest you make two separate building controllers that send a custom when

destroyed, make an invisible box that will count the customs, when it gets one custom destroy an obelisk controller (or set its team to neutral should also work). When it gets two customs, have it destroy the real power plant controller which will just be hidden somewhere and not attached to any building.Good idea, but wouldn't that stop a random obelisk from functioning rather than stop them both? If I understand correctly you're destroying a single obelisk controller, so upon destruction of one of the power plants a single obelisk loses power. Also, wouldn't the destruction (or alteration) of the buildings controller also render it undestroyable for points purposes? Switching it to neutral might get around the points problem, but if its not technically belonging to the Nod forces it won't show up as an active Nod building.
Quote:Finally try putting an invisible box over the pt, when it is shot send a custom to the building controller, the custom will activate a change team script and change the buildings team (note this is only in theory, but technically it should work).I like theory, theory is good! Best idea I've had involved a lot of fiddling around using multiple building controllers. Wasn't very pretty. Just one question though -- would the box interfere with the buildings destruction? I don't want it to be purely capturable, as I want players to have the opportunity to destroy it to prevent its use as well (the "if we can't have it, no one can" ideology).

Thanks for the response, you've given me some food for thought.