
Subject: More Stuff

Posted by [_SSnipe_](#) on Mon, 04 Jun 2007 05:38:54 GMT

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1) what are the other base defences i think theres 5 more that i dont know where the presents are

2) how can i change the repiar guns beams color

3) since they stopped answering my other post Z:(ui still cant get spawner's and those scripts to work anyone else can help me?

Subject: Re: More Stuff

Posted by [reborn](#) on Mon, 04 Jun 2007 06:18:30 GMT

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joe937465 wrote on Mon, 04 June 2007 01:38) what are the other base defences i think theres 5 more that i dont know where the presents are

Go to the vehichles, then look under "mounted".

joe937465 wrote on Mon, 04 June 2007 01:38

2) how can i change the repiar guns beams color

Pretty sure that isn't possible server side, this can be done with a custom "skin" on the client, or an objects mod aswell i think. But objects mod on the client is just asking for trouble.

joe937465 wrote on Mon, 04 June 2007 01:38

3) since they stopped answering my other post Z:(ui still cant get spawner's and those scripts to work anyone else can help me?

I asked you a question in one of your other threads, you didn't reply so I didn't chase it up.

Subject: Re: More Stuff

Posted by [_SSnipe_](#) on Mon, 04 Jun 2007 06:26:30 GMT

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o crap srly reborn which post was it im lost

also how can i add a AGT on a none base defences map?
i build some thing but then the guns are missing and idk how to make thema attack?

Subject: Re: More Stuff
Posted by [reborn](#) on Mon, 04 Jun 2007 06:43:01 GMT
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joe937465 wrote on Mon, 04 June 2007 02:26o crap which post was it im lost

LMAO, join the club

joe937465 wrote on Mon, 04 June 2007 01:38
also how can i add a AGT on a none base defences map?
i build some thing but then the guns are missing and idk how to make thema attack?

The guns are missing because it has no building controller. The building controller is that little blue house kinda looking thing you seee attaching to buildings. To make one go to the buildings in the preset tree in level edit and then look for the agt. When you hit make it will create one of these little blue house things. Incidentally this is why it isn't firing either.

I would like to mention that I have noticed from another thread that you seem to be doing this by changing the model of another preset, and then "making" that preset on the map. Which is fine. But you will needs actual physics to attach the controller properly, otherwise it will simply not work.

Subject: Re: More Stuff
Posted by [_SSnipe_](#) on Mon, 04 Jun 2007 06:45:20 GMT
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well right now i went to tiles>Building aggregates -multi player > GDI Advance Guard Tower > mgagd_ag_1 which made the AGT but no guys and i and i already made the blue house thing but then what?

Subject: Re: More Stuff
Posted by [reborn](#) on Mon, 04 Jun 2007 06:57:05 GMT
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Are you sure you added the controller (blue house thing) correctly? Look at a normal map with base defence and have a look at how it is added there, you will most likely have to look under the map to see the base defence ones.

Subject: Re: More Stuff
Posted by [_SSnipe_](#) on Mon, 04 Jun 2007 07:01:27 GMT
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idk i have not reay tested it yet but this is it in leveledit

<http://i182.photobucket.com/albums/x144/joe937465/test.jpg>

Subject: Re: More Stuff
Posted by [_SSnipe_](#) on Mon, 04 Jun 2007 07:55:05 GMT
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Quote: But you will needs actual physics to attach the controller properly, otherwise it will simply not work.

hmm huh?

cant i just add the one from the tiles like i said above
then place it add a controler move it ontop of it and then be done?

so reborn what i have to do i tryed tested it my game kept crashing but not the server

Subject: Re: More Stuff
Posted by [_SSnipe_](#) on Tue, 05 Jun 2007 04:48:12 GMT
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so..
