
Subject: how do i get switches to do stuff

Posted by [NFHAVOC](#) on Tue, 19 Jun 2007 22:14:00 GMT

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how do i get switches to do stuff like buy chars and vehicles and refills and beacons

and how do i do the scripts right to do that stuff

and where are the switches in level edit i cant find them

or the laser walls or those things that look like crates

Subject: Re: how do i get switches to do stuff

Posted by [reborn](#) on Tue, 19 Jun 2007 22:20:00 GMT

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<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=101>

Subject: Re: how do i get switches to do stuff

Posted by [_SSnipe_](#) on Tue, 19 Jun 2007 22:32:44 GMT

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lol nice reborn i still think u should make a tut of hw to add buildings like agts on none base defense mpas ;P

Subject: Re: how do i get switches to do stuff

Posted by [jnz](#) on Tue, 19 Jun 2007 22:36:23 GMT

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joe937465 wrote on Tue, 19 June 2007 23:32lol nice reborn i still think u should make a tut of hw to add buildings like agts on none base defense mpas ;P

You can't.

Subject: Re: how do i get switches to do stuff

Posted by [futura83](#) on Tue, 19 Jun 2007 22:43:51 GMT

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RoShamBo wrote on Tue, 19 June 2007 23:36joe937465 wrote on Tue, 19 June 2007 23:32lol nice reborn i still think u should make a tut of hw to add buildings like agts on none base defense mpas ;P

You can't.

kamuix has managed to do it on his server...albeit, it is just the exterior and you can't enter, but he's done it nonetheless

Subject: Re: how do i get switches to do stuff
Posted by [BlueThen](#) on Tue, 19 Jun 2007 22:54:47 GMT
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He's also done the interior.

Subject: Re: how do i get switches to do stuff
Posted by [NFHAVOC](#) on Wed, 20 Jun 2007 00:03:47 GMT
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how do i get it to change the charecter

Subject: Re: how do i get switches to do stuff
Posted by [reborn](#) on Wed, 20 Jun 2007 00:09:24 GMT
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Use "JFW_Character_Buy_Poke" instead. =]

Subject: Re: how do i get switches to do stuff
Posted by [NFHAVOC](#) on Wed, 20 Jun 2007 01:38:35 GMT
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how do i make it refill

Subject: Re: how do i get switches to do stuff
Posted by [futura83](#) on Wed, 20 Jun 2007 09:37:50 GMT
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put 3 powerup buys on it:

one that goes to health refill...one that goes to armour, and one that goes to ammo

Subject: Re: how do i get switches to do stuff
Posted by [NFHAVOC](#) on Wed, 20 Jun 2007 11:25:17 GMT
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how do i make it buy a vehicle

and can i make a switch that teleports you when you press it

Subject: Re: how do i get switches to do stuff
Posted by [reborn](#) on Wed, 20 Jun 2007 12:47:28 GMT
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You could make a daves arrow that listens for a custom, then on that custom tiggers test_cinematic, with a cinematic.txt file that creates the vehichle and spawns it at your pos, or chin00ks it in w/e. Then the switch would have to have a poke and send custom attached to it, the custom being what the daves arrow listens for.

you need to search for a poke and teleport sender script, if one exists it will either be in z.cpp or jfw_poke.cpp
Wouldn't be too hard to make one.
