
Subject: Make A Command

Posted by [_SSnipe_](#) on Sat, 14 Jul 2007 01:37:02 GMT

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i need to make a command so that buildings cant die when i type the command
i know that when u make a command it does it 2 u but whats the string or what ever to make it so
the commands i fill in dont affect me but the building presets?

Subject: Re: Make A Command

Posted by [AoBfrost](#) on Sat, 14 Jul 2007 03:24:58 GMT

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Hmmm.....I have never heard of anything like this or seen presets or scripts.....

I have a script though that keeps buildings unrepairable for 30 seconds...but nothing of keeping it
alive forever.....WAIT I KNOW!

I'm not sure where this is, but in ssgm there is a script to make buildings invincible, it's a setting in
ssgm.ini, find it in one of the source files of ssgm, and use the preset/script into your
mod....may/may not work...and since I dont know it....you might need to look.....heck there may
even be a command to make building health 999999, I know standard health of a building is 500
hp.

Subject: Re: Make A Command

Posted by [BlueThen](#) on Sat, 14 Jul 2007 03:31:02 GMT

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AoBfrost wrote on Fri, 13 July 2007 22:24 I know standard health of a building is 500 hp.
500? It HAS to be more than that. Unless you're talking about the mct... I can kill a person who's
health is 500 with a ramjet!

Subject: Re: Make A Command

Posted by [AoBfrost](#) on Sat, 14 Jul 2007 03:38:09 GMT

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It's set to not take much damage from snipers....people easily killed with a ramjet hs, but say a
apc...ramjet to apc does like nothing.....maybe it isnt set at 500, all i know is our anti cheat always
shows building health when you type !bi (building info) and it shows all buildings ingame and their
health such as "GDIWeapon Factory 500/500hp"

Subject: Re: Make A Command

Posted by [BlueThen](#) on Sat, 14 Jul 2007 03:39:51 GMT

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AoBfrost wrote on Fri, 13 July 2007 22:38It's set to not take much damage from snipers....people easily killed with a ramjet hs, but say a apc...ramjet to apc does like nothing.....maybe it isnt set at 500, all i know is our anti cheat always shows building health when you type !bi (building info) and it shows all buildings ingame and their health such as "GDIWeapon Factory 500/500hp"

Ok, I knew that armour was different. But it seemed that the health was over 1000... :/

Subject: Re: Make A Command

Posted by [AoBfrost](#) on Sat, 14 Jul 2007 03:43:34 GMT

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HEALTH DONT MATTER!

What joe needs is a way to make damage useless after he types a command.....and I still cant find it in ssgm...

Subject: Re: Make A Command

Posted by [Whitedragon](#) on Sat, 14 Jul 2007 03:47:04 GMT

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Settings->InvinBuild = true;

Subject: Re: Make A Command

Posted by [AoBfrost](#) on Sat, 14 Jul 2007 03:52:13 GMT

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K nevermind, whitedragon has it

Subject: Re: Make A Command

Posted by [jnz](#) on Sat, 14 Jul 2007 04:01:43 GMT

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Commands->Set_Shield_Type(<building GameObject star>, "blamo");

Subject: Re: Make A Command

Posted by [_SSnipe_](#) on Sat, 14 Jul 2007 05:42:26 GMT

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thanks but

```
Commands->Set_Shield_Type(<building GameObject star>, "blamo");
```

in the space is that like putting the building preset? lol i never heard off gameobject star

Subject: Re: Make A Command

Posted by [Tunaman](#) on Sat, 14 Jul 2007 08:11:34 GMT

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Just do what Whitedragon said mate..

Subject: Re: Make A Command

Posted by [_SSnipe_](#) on Sat, 14 Jul 2007 08:26:54 GMT

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cool ok im ask something instead of making a new topic why cant leveledit load the 3.4.1 scripts?

Subject: Re: Make A Command

Posted by [Jerad2142](#) on Sun, 15 Jul 2007 13:41:14 GMT

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Or you always could just set the buildings armor to -1.
