
Subject: Engineer cost
Posted by [Raphi111](#) on Thu, 09 Aug 2007 16:52:20 GMT
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Hi , I added a weapon that deploy a turret to the engineer with that video:
http://www.mp-gaming.com/reborn/movies/pur..._turret_re.html

But i don't know how to change the cost of the engineer what is actually to 0.

Can someone help me?

Subject: Re: Engineer cost
Posted by [Sn1per74*](#) on Thu, 09 Aug 2007 17:07:51 GMT
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Change it using an objects.ddb

Subject: Re: Engineer cost
Posted by [Raphi111](#) on Thu, 09 Aug 2007 17:46:09 GMT
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i just tried to use an object.ddb but i can't find my server in the list and when i remove it , i see it
"-"

Subject: Re: Engineer cost
Posted by [Raphi111](#) on Thu, 09 Aug 2007 17:54:11 GMT
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I forgot to say when i use the objects.aow the modifications doesn't seam to work , the engineer
don't have any beacon

Subject: Re: Engineer cost
Posted by [BlueThen](#) on Thu, 09 Aug 2007 19:30:16 GMT
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I think you add the object mod in your server after you start it, then go to next map and it'd work...

Subject: Re: Engineer cost
Posted by [Raphi111](#) on Thu, 09 Aug 2007 20:35:44 GMT
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Thanks you for helping me but I still having a problem. I would like to make a "switch" to buy the turrets so I used that video:

http://www.mp-gaming.com/reborn/movies/poke_buy/poke_buy.html

But i don't know what script to add and what script parameters.I tried to add "Nuclear strike" what I can deploy turret but when i try to buy one the server crash and restart.

Subject: Re: Engineer cost

Posted by [reborn](#) on Thu, 09 Aug 2007 23:27:20 GMT

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As the tutorial clearly states and shows, it is "JFW_Powerup_Buy_Poke", and the preset name you need is preset you are modifying to turn into a turret. It is most likely called "Nuclear Strike".

Also, why did you post here. I mean from the link you must of found the video's here:

<http://www.multiplayerforums.com/index.php?showtopic=1729>

So why ask on these forums?

Subject: Re: Engineer cost

Posted by [Raphi111](#) on Fri, 10 Aug 2007 16:41:49 GMT

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coz this forum is better

my first question was : how can I add a cost to the engineer? There is no cost field in the team purchase presets

Subject: Re: Engineer cost

Posted by [reborn](#) on Fri, 10 Aug 2007 17:38:47 GMT

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Raphi111 wrote on Fri, 10 August 2007 12:41coz this forum is better

You can add a cost to the engineer by kissing my fat hairy fucking ass and licking on my balls.

Subject: Re: Engineer cost
Posted by [SWNight](#) on Fri, 10 Aug 2007 18:22:37 GMT
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Reborn wrote on Fri, 10 August 2007 10:38Raphi111 wrote on Fri, 10 August 2007 12:41coz this forum is better

You can add a cost to the engineer by kissing my fat hairy fucking ass and licking on my balls.

Lol.

Raphi111 wrote on Fri, 10 August 2007 11:41
my first question was : how can I add a cost to the engineer? There is no cost field in the team purchase presets

Simple answer.
YOU CAN'T!! (Without modding the scripts.dll)

Subject: Re: Engineer cost
Posted by [Raphi111](#) on Fri, 10 Aug 2007 18:38:00 GMT
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Reborn wrote on Fri, 10 August 2007 12:38Raphi111 wrote on Fri, 10 August 2007 12:41coz this forum is better

You can add a cost to the engineer by kissing my fat hairy fucking ass and licking on my balls.

i tried it but it's still don't working

Subject: Re: Engineer cost
Posted by [SWNight](#) on Fri, 10 Aug 2007 18:40:59 GMT
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SWNight wrote on Fri, 10 August 2007 13:22Reborn wrote on Fri, 10 August 2007 10:38Raphi111 wrote on Fri, 10 August 2007 12:41coz this forum is better

You can add a cost to the engineer by kissing my fat hairy fucking ass and licking on my balls.

Lol.

Raphi111 wrote on Fri, 10 August 2007 11:41

my first question was : how can I add a cost to the engineer? There is no cost field in the team purchase presets

Simple answer.

YOU CAN'T!! (Without modding the scripts.dll)

Subject: Re: Engineer cost

Posted by [reborn](#) on Fri, 10 Aug 2007 18:52:22 GMT

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You can change the cost of the free engineer in level edit without altering the scripts.dll.

Someone else will most likely tell you how, but I certainly am not. You blasphemer!

Subject: Re: Engineer cost

Posted by [SWNight](#) on Fri, 10 Aug 2007 18:58:40 GMT

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Not for the free one, it doesnt work there is no "Cost" box.

Subject: Re: Engineer cost

Posted by [reborn](#) on Fri, 10 Aug 2007 18:59:32 GMT

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There is a way to do it using only level edit. But I know what you mean.

Subject: Re: Engineer cost

Posted by [Raphi111](#) on Fri, 10 Aug 2007 19:24:07 GMT

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can you please tell me how to add a cost to the engineer

I wrote to this forum just coz there is more people who are on so I ll resolve my problem faster.

I didn't know that was your tutorial -_- . I will tell you they are AWESOME I didn't succeed to make turrets before I saw it.

Subject: Re: Engineer cost
Posted by [Raphi111](#) on Fri, 10 Aug 2007 20:06:32 GMT
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I added the script JFW_powerup_buy_poke with the preset name "Nuclear strike" to the switch but it still dont working. when i use the switch i don't get anything

Subject: Re: Engineer cost
Posted by [BlueThen](#) on Fri, 10 Aug 2007 20:08:46 GMT
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I think you can edit it under the team purchase settings or something...

Subject: Re: Engineer cost
Posted by [Raphi111](#) on Fri, 10 Aug 2007 20:28:16 GMT
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SWNight wrote on Fri, 10 August 2007 13:58Not for the free one, it doesnt work there is no "Cost" box.

Subject: Re: Engineer cost
Posted by [BlueThen](#) on Fri, 10 Aug 2007 20:32:51 GMT
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Then why not modify something other than the engineer?

Subject: Re: Engineer cost
Posted by [Raphi111](#) on Fri, 10 Aug 2007 20:36:43 GMT
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I think the best way is to add a switch with what I can buy a beacon what deploy a turret. I tried it by adding the JFW_"powerup_buy_poke" script with the preset name "Nuclear strike" to the switch but when i press E on it it do nothing. do I must do anything other then add the script?

Subject: Re: Engineer cost
Posted by [reborn](#) on Fri, 10 Aug 2007 21:16:23 GMT
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The preset you are modifying is the "nuclear strike", but you need to grant the power up that grants the "nuclear strike". You know, like pow_etc etc.

Subject: Re: Engineer cost
Posted by [Raphi111](#) on Fri, 10 Aug 2007 21:44:28 GMT
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I tried with "POW_Nuclear_Missile_Beacon =====> don't work

Subject: Re: Engineer cost
Posted by [Raphi111](#) on Sun, 12 Aug 2007 16:41:14 GMT
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what can I do now? do need to do anything else to get that switch working??

Subject: Re: Engineer cost
Posted by [SWNight](#) on Mon, 13 Aug 2007 09:15:53 GMT
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JFW_Powerup_Buy_Poke (like JFW_Powerup_Buy but triggers on poke)
- Preset_Name (powerup preset to buy)
- Cost (cost)
-Player_Type (which team type to trigger on, 0 = Nod, 1 = GDI, 2 = any)

And to have the green arrows above the switch add: JFW_Pokeable_Item
