
Subject: building controller settings
Posted by [Anonymous](#) on Mon, 17 Feb 2003 19:53:00 GMT
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i want to start a building off with the controller set so its all ready destroyed i tried 0 for armor and 0 for strength but i destroyed all the other buildings and the game didnt end??

Subject: building controller settings
Posted by [Anonymous](#) on Mon, 17 Feb 2003 20:05:00 GMT
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the reason why i ask is because, the only way i can get my beacon peds to work for there team is to place a controller on them. then this affects the destroy all buildings to win. im trying to set the strength to -.10 now...but i doubt this will work

Subject: building controller settings
Posted by [Anonymous](#) on Mon, 17 Feb 2003 20:09:00 GMT
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You're using a new building controller? I would think just moving a normal building controller closer to the pedestal would work.

Subject: building controller settings
Posted by [Anonymous](#) on Mon, 17 Feb 2003 20:17:00 GMT
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doesn't the building controller have to be set into the building for it to work?? If i move the one from the barracks then the barracks won't work right?....how about if i copied the controller of the same kind and then moved it? or if i made a tiny object on top of the ped (with a build.cont. in it) that you would have to destroy in order to destroy all buildings [February 17, 2003, 20:21: Message edited by: Titan1x77]

Subject: building controller settings
Posted by [Anonymous](#) on Mon, 17 Feb 2003 20:24:00 GMT
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Where is the pedestal? If its in the barracks, the barracks building controller can touch both the pedestal and the barracks. I don't think it needs to be positioned like that but that should work.

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Posted by [Anonymous](#) on Mon, 17 Feb 2003 20:39:00 GMT

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the pedistal's are far away from the buildings....theres a base then theres an infintry only area where the peds are....this map is very unique and will have some great stradeegy if i can only get this to work...im 99\% done and i want to release it

Subject: building controller settings

Posted by [Anonymous](#) on Mon, 17 Feb 2003 20:46:00 GMT

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I would try moving a normal building controller near the pedestal. If it doesn't work... I don't know what to do.

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Posted by [Anonymous](#) on Mon, 17 Feb 2003 20:46:00 GMT

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Scripts my man...scripts...contact Dante or Jon Wil, they are gods when it comes to this ish.

Subject: building controller settings

Posted by [Anonymous](#) on Tue, 18 Feb 2003 02:41:00 GMT

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Yeah i asked this question, it took ages for someone to gove me an answer apart from correcting my spelling of "Nod". In the end the pedestal ownership is determined by the nearest building controller of the team. I think if you copied an existing one it wouldn't kill the building even when you destroy the working one. There are objects called "Generic building controller" i don't know if you can use them in any way?I wouldn't have thought a script to do this would be that complex, but i'm not the programmer so i wouldn't know.

Subject: building controller settings

Posted by [Anonymous](#) on Wed, 19 Feb 2003 00:17:00 GMT

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im going to have to make a small destroyable building on top of the ped b4 u can nuke it so tha tway once its destroyed u can then still win by destroying the rest of the buildings
