Subject: Fake AGT
Posted by mrã£ã§Ä·z on Sun, 30 Sep 2007 14:10:12 GMT
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hey guys i lake make a Assault Mode for my server and i need a working agt, nod need to destroy it to win and gdi needs to defend.. but i have some problemms with the agt controller.

i changed the model of a veh to agt model, then i placed the agt controller on it and putted on the fake agt (the model not on the controller) scripts like:
Kamuix_Death_Destroy_Building
and
JFW_Death_Destroy_Object

now if i kill the agt the controller dont die and the agt still shoots, but if i put a object (lika a Guard tower) ID on JFW_Death_Destroy_Object then the guard tower dies! but why the controller dont die?

Subject: Re: Fake AGT
Posted by crazfulla on Sun, 30 Sep 2007 14:43:03 GMT
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Building controllers do not work on vehicles. Only the buildings in the terrain.

PS I tried to make sense of the above post, don't flame me if I misread. No spellchecking makes the baby Jesus cry.

Subject: Re: Fake AGT
Posted by mrã£ã§Ä·z on Sun, 30 Sep 2007 16:59:59 GMT
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how does kamuix do it then?

Subject: Re: Fake AGT
Posted by danpaul88 on Sun, 30 Sep 2007 17:09:54 GMT
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Why not just use the actual AGT building? Then just enable base destruction = win game, and have a timer that triggers a GDI win condition if nod don't kill the AGT within X minutes..

Subject: Re: Fake AGT
Posted by Ethenal on Mon, 01 Oct 2007 00:53:32 GMT
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He's trying to do a server-side mod... he basically said that he's attempting to imitate Kamuix's version of a server-side building.

Well, first you need a Dave's Arrow. Place it somewhere, doesn't matter where. Next, attach "JFW_Death_Send_Custom" to the building, and put in the ID of the Dave's Arrow you created, as well as a "custom" so to speak (Just a number, I'd use the number 1). Then, attach "JFW_Destroy_Building_On_Custom" to the Dave's Arrow, and fill in the ID of the building controller, along with the "custom" that "JFW_Death_Send_Custom" is supposed to send (IE: 1).

Subject: Re: Fake AGT
Posted by Gen_Blacky on Mon, 01 Oct 2007 01:12:35 GMT
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c++ easiest way

Subject: Re: Fake AGT
Posted by Matix101 on Mon, 01 Oct 2007 01:15:24 GMT
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How about try being like other servers and make your own mod?

Honestly, there are so many rips of Kamuix's *original* mod that its not even funny, Ive seen 20 or more different servers try to pass on "C&C Mode" or "Ultra AOW" are their own intellectual idea.

Subject: Re: Fake AGT
Posted by mrÃ£Ã§Ä·z on Mon, 01 Oct 2007 13:35:57 GMT
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Im making a assault mod not a mission maps aow !!! u guys know whats an assault mode?

Subject: Re: Fake AGT
Posted by crazfulla on Mon, 01 Oct 2007 17:27:23 GMT
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you know whats speak english?

Subject: Re: Fake AGT
Posted by Ethenal on Mon, 01 Oct 2007 22:10:26 GMT
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crazfulla wrote on Mon, 01 October 2007 12:27you know whats speak english?

wuts an english

He's German if you didn't notice, no need to be a grammar nazi. (Save it for the Americans that can't speak their own language.)

Oh, and we've had this topic before, I shouldn't have brought up the Kamuix thing, I was just using an example.

Subject: Re: Fake AGT
Posted by mrÃ£Ã§Ä·z   on Mon, 01 Oct 2007 22:24:22 GMT
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ok guys if u crying about that then i stop work on the assault mode ... but thx Ethenal... now im going to make a Deathmatch server

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