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Subject: Brenbot.dll (basedefences)

Posted by [RidoYugo](#) on Wed, 02 Jan 2008 12:40:00 GMT

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Hello,

I have a question.

I use brenbot 1.52 with the plugin brenbot.dll

That file (brenbot.dll) include rebuildable base defences.

But now i have a question.

In the config file there are only Guard Towers, Turret & GunEmplacements.

But when i make with Leveledit base defences the script works to.

But only for that 3 base defences. (Guard Towers, Turret & GunEmplacements.)

But when i make a Nod Ceiling Gun the script works to, for drop a cd. But if you walk over you do nothing.

How can i remake the script that i can rebuy the Nod Ceiling Guns to. Because it drops now a cd but it don't do something.

thnx

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Subject: Re: Brenbot.dll (basedefences)

Posted by [Hex](#) on Wed, 02 Jan 2008 16:00:03 GMT

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Sorry, in English please?

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Subject: Re: Brenbot.dll (basedefences)

Posted by [RidoYugo](#) on Wed, 02 Jan 2008 16:07:28 GMT

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Ok i have change it.

Hoply it's now good.

Sorry for my english. Not very good in it.

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Subject: Re: Brenbot.dll (basedefences)

Posted by [Lone0001](#) on Wed, 02 Jan 2008 16:56:37 GMT

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So basically you want to know how to make Ceiling guns attack the enemy if so open up level edit add the script M00\_Base\_Defense to it that should do it.

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Subject: Re: Brenbot.dll (basedefences)  
Posted by [RidoYugo](#) on Wed, 02 Jan 2008 17:16:26 GMT  
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no that works fine.  
Only i want to make that the script works to for the NOD Ceiling Guns.  
Because when i destroy the CD spawns there. But when i walk over it don't work.  
Were can i edit that.

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Subject: Re: Brenbot.dll (basedefences)  
Posted by [Lone0001](#) on Wed, 02 Jan 2008 17:20:10 GMT  
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Sorry if this seems like a dumb question but what do you mean by "CD" and walk over what?

EDIT: Do you mean CG??

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Subject: Re: Brenbot.dll (basedefences)  
Posted by [RidoYugo](#) on Wed, 02 Jan 2008 17:31:59 GMT  
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now i've got the script brenbot.dll  
that has a rebuildable base defence script.  
so when a base defences(guard tower, turret & gun Emplacement) is destroyed there spawns a  
cd and if you walk over that cd you pay 100 credits. And when you have payed the money for how  
many a guard towers cost >> the towers respawn then.  
But the script only works with (guard tower, turret & gun Emplacement).  
And i want add Nod Ceiling Guns.

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Subject: Re: Brenbot.dll (basedefences)  
Posted by [Lone0001](#) on Wed, 02 Jan 2008 17:38:28 GMT  
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oh so you want to make it so the CG is rebuilt when you earn enough money to rebuild them like  
the plugin?

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Subject: Re: Brenbot.dll (basedefences)  
Posted by [RidoYugo](#) on Wed, 02 Jan 2008 18:04:06 GMT  
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{SB}Lone0001 wrote on Wed, 02 January 2008 13:38oh so you want to make it so the CG is  
rebuilt when you earn enough money to rebuilt them like the plugin?

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yah, so the scripts works to for the Ceiling gun, because when i kill a Ceiling gun the CD respawns for rebuy the Ceiling gun, only the price isn't in the brenbot.dll script so it don't works for the Ceiling gun.

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