
Subject: What happen to this one on renhelp
Posted by [_SSnipe_](#) on Sun, 18 May 2008 21:24:43 GMT
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i remember once there was a a tut on renhelp that showed a script so i can add a apc to my map and when gdi gets close the nod apc opens up and 3 units come out and attack i looked and looked and cant seem to find it anymore what happen to it that was a sweet as tut?

Subject: Re: What happen to this one on renhelp
Posted by [mr£\\$Ä-z](#) on Sun, 18 May 2008 21:32:26 GMT
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He placed around the APC a Script Zone, when GDI enters the Zone the APC Plays the APC Cinematic (theres one)

Subject: Re: What happen to this one on renhelp
Posted by [_SSnipe_](#) on Sun, 18 May 2008 21:42:19 GMT
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madrackz wrote on Sun, 18 May 2008 14:32He placed around the APC a Script Zone, when GDI enters the Zone the APC Plays the APC Cinematic (theres one)
naw its not it im know for a fact its a script onto the apc form amission map i bealive.....not a zone one..but id really like to see that one

but heres some bot questions

1)when u add a veh to a spawner and place it in map....and lets say you want to add a base defense or hunt the player script to attach...do you attach it to the preset of the tank or place the spawner in map and add the script to the tank ON the map

aka do u add the script to the spawner? the tank? or the tank AFTER placing it on the map? so each time it spawns will still have that script to attack

2)if i place a spawner on a map lets say an arty with no scripts attached to it;s preset and lets say i add about 5 of the same spawn BUT click on each arty and attach a diffrenet script...like john wils base defense or cpu neo not one and hunt the player and etc when they die wil THAT spanwer keep the script i attached?

Subject: Re: What happen to this one on renhelp

Posted by [Lone0001](#) on Sun, 18 May 2008 22:56:03 GMT

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Well if you attached it to the spawner or the preset each tank(lets say) you make after that will have that script and attaching it to just the tank after you place it would only effect that one.

Subject: Re: What happen to this one on renhelp

Posted by [_SSnipe_](#) on Tue, 20 May 2008 23:02:43 GMT

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ty that helped... question

1)can sp building controllers work in mp

Subject: Re: What happen to this one on renhelp

Posted by [bisen11](#) on Wed, 21 May 2008 05:26:07 GMT

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It's probably m05_APC_Deploy. I have yet to use the script myself tho so I'm not completly sure how it works.

Subject: Re: What happen to this one on renhelp

Posted by [_SSnipe_](#) on Wed, 21 May 2008 18:32:50 GMT

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bisen11 wrote on Tue, 20 May 2008 22:26It's probably m05_APC_Deploy. I have yet to use the script myself tho so I'm not completly sure how it works.

ya thats it i tested it but does anyone know where it says partheners or w/e it ask for preset what i put there? i used one it had in sp and apc and unit preset and yet it opens up but no one comes out

Subject: Re: What happen to this one on renhelp

Posted by [bisen11](#) on Wed, 21 May 2008 21:09:50 GMT

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I don't really know, you could sort of simulate it by setting a disabled spawner there then using a script to enable it when something happens but that would look kind of lame :/
