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Subject: Ending Game

Posted by [Altzan](#) on Wed, 15 Oct 2008 16:32:10 GMT

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Quick and simple question: What is the simplest way to end a game (MP) in favor of NOD or GDI and move on to the next map in the sequence... without Beacon Pedestals?

Situation: making a Coop V2 LAN thing, but can't figure out a way to get each map to end when you reach the end of the map, I want it where when the players either kill all soldiers or reach a point the map ends, and the next one on the map list initiates.

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Subject: Re: Ending Game

Posted by [Hex](#) on Wed, 15 Oct 2008 17:02:30 GMT

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console command - win 0 - 1 afaik

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Subject: Re: Ending Game

Posted by [bisen11](#) on Wed, 15 Oct 2008 17:45:39 GMT

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Well since you don't want beaconing, maybe you could just make a custom building for gdi and nod (maybe make them the equivalent to the barracks and HON) and give them really low health.

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Subject: Re: Ending Game

Posted by [Xpert](#) on Wed, 15 Oct 2008 17:56:45 GMT

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Hex wrote on Wed, 15 October 2008 13:02 console command - win 0 - 1 afaik

I just recently learned that the WIN console command only works if the option "Base Destruction Ends Game" is on. I tried testing it out and it didn't work for me when I had it off.

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Subject: Re: Ending Game

Posted by [Jerad2142](#) on Wed, 15 Oct 2008 18:24:24 GMT

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Xpert wrote on Wed, 15 October 2008 11:56 Hex wrote on Wed, 15 October 2008 13:02 console command - win 0 - 1 afaik

I just recently learned that the WIN console command only works if the option "Base Destruction Ends Game" is on. I tried testing it out and it didn't work for me when I had it off.  
Correct, you will need at least one building controller on the map, and once you have gone as far

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as putting a building controller on the map you might as well put down a script zone or something to automatically destroy that building for you.

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Subject: Re: Ending Game

Posted by [saberhawk](#) on Wed, 15 Oct 2008 19:32:00 GMT

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Jerad Gray wrote on Wed, 15 October 2008 13:24Xpert wrote on Wed, 15 October 2008 11:56Hex wrote on Wed, 15 October 2008 13:02console command - win 0 - 1 afaik

I just recently learned that the WIN console command only works if the option "Base Destruction Ends Game" is on. I tried testing it out and it didn't work for me when I had it off. Correct, you will need at least one building controller on the map, and once you have gone as far as putting a building controller on the map you might as well put down a script zone or something to automatically destroy that building for you.

And what you just said doesn't correlate to what he said at all. The WIN console command currently works by destroying all the buildings of the opposing side. If base destruction doesn't end the game, then the command simply cripples the enemy without winning the game.

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Subject: Re: Ending Game

Posted by [EA-DamageEverything](#) on Thu, 16 Oct 2008 01:21:08 GMT

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Run a FDS on a third computer in your LAN, set up a bot like BR and use the gameover command. be sure to enable this command ingame as well as you will need mod/admin privilege.

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Subject: Re: Ending Game

Posted by [Altzan](#) on Thu, 16 Oct 2008 02:48:46 GMT

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The FDS idea is too much work for a LAN mod - but thanks for the suggestion. As for the buildings thing, I do not like gmax but I'll use it to insert a building for the purpose of ending the level. I'll just make a few infinite soldier spawners near it and charge the players with the task of blowing the building.

Time to test my gmax skills

Thanks for the replies, everyone.

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Subject: Re: Ending Game

Posted by [ErroR](#) on Thu, 16 Oct 2008 17:30:02 GMT

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U can make a building under the map so it cannot be seen a box maybe

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Subject: Re: Ending Game

Posted by [Altzan](#) on Thu, 16 Oct 2008 22:49:05 GMT

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That would probably be a better idea... what script would be best for triggering its death (like for walking in a scriptzone)?

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