
Subject: I have an idea, can it be done?

Posted by [piotrkol1](#) on Mon, 05 Jan 2009 04:09:18 GMT

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So I've came up with this serverside idea for a SP map and I was wondering if it could be done. The map I was thinking of is M10. GDI would start out at the beginning of the map where you start in the campaign and NOD would start in the HON. The idea is that during the 30 minutes of the game GDI would have to destroy the HON while NOD would have to defend it. Now I know that if you load the westwood M10 level edit file there's a SP building marker in the HON so I know that the building will be on and destroyable. However, what I'm wondering is if there is a certain script that would win the game for GDI if the HON was destroyed. Also, for GDI I'm wondering if there's a script that would win the game for NOD when the times runs out during the game. Thanks a lot!

Subject: Re: I have an idea, can it be done?

Posted by [_SSnipe_](#) on Mon, 05 Jan 2009 04:30:06 GMT

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theres a few servers like that

Only thing I can think of is delete sp building controller and put one gdi one somewhere on map hidden

and replace the sp nod hon controller for a mp one if it is destroyed gdi wins and for gdi maybe a script that tells it if this building or object so not kill in xx amount of minutes game ends and gdi wins?

imm pulling this out my ass so I might be wrong

Subject: Re: I have an idea, can it be done?

Posted by [R315r4z0r](#) on Mon, 05 Jan 2009 04:41:45 GMT

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It would take a few hours of level edit work (placing spawners, pts, controllers, objects to block out the map, ect) but it is definitely possible to do.

Subject: Re: I have an idea, can it be done?

Posted by [_SSnipe_](#) on Mon, 05 Jan 2009 04:53:16 GMT

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R315r4z0r wrote on Sun, 04 January 2009 20:41It would take a few hours of level edit work (placing spawners, pts, controllers, objects to block out the map, ect) but it is definitely possible to do.

Ya thats true and everything can have a script or scripts you need attached to it all in level edit expect as I said someone needs to make a script so if object x is not killed or destroyed in x

amount of (idk sec? mins?) blank blank wins

Subject: Re: I have an idea, can it be done?

Posted by [piotrkol1](#) on Mon, 05 Jan 2009 05:20:20 GMT

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Replacing the SP HON controller with a MP won't work because then when you aim at the building itself you won't be able to damage it from the outside or see its health if you know what I'm talking about. As for the GDI building controller I was just gonna stick like a PP one somewhere on the map randomly.

And so your saying that there isn't a script(s) like that which exists? Because I know that I rememeber playing on a server before with similar specifications. Placing all the stuff (spawners, powerups, etc...) isn't really a problem its just that I need the scripts to make it work.

Subject: Re: I have an idea, can it be done?

Posted by [_SSnipe_](#) on Mon, 05 Jan 2009 06:05:41 GMT

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piotrkol1 wrote on Sun, 04 January 2009 21:20 Replacing the SP HON controller with a MP won't work because then when you aim at the building itself you won't be able to damage it from the outside or see its health if you know what I'm talking about. As for the GDI building controller I was just gonna stick like a PP one somewhere on the map randomly.

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O k Now I ahve an idea what mad did for me is left the sp controller and put a script to a daves arrow saying when that object dies to destroy another object which was a mp building controller somewhere on map

Subject: Re: I have an idea, can it be done?

Posted by [Spyder](#) on Mon, 05 Jan 2009 08:58:02 GMT

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If you want NOD to win after 30 minutes, just put a timer object somewhere on the map which will destroy the GDI building controller after 30 minutes have expired.

Subject: Re: I have an idea, can it be done?

Posted by [Reaver11](#) on Mon, 05 Jan 2009 09:40:17 GMT

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SSnipe wrote on Mon, 05 January 2009 00:05piotrkol1 wrote on Sun, 04 January 2009 21:20Replacing the SP HON controller with a MP won't work because then when you aim at the building itself you won't be able to damage it from the outside or see its health if you know what I'm talking about. As for the GDI building controller I was just gonna stick like a PP one somewhere on the map randomly.

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You will need JFW_Death_send_custom this will send a message to the mp_hon_building controller. There you need to recieve the message and destroy the controller/building JFW_Custom_Destroy_Building.

I'm not sure but you might be able to just change the meshprefix in leveleditor serverside of the building.

For GDI I would add a barracks controller with the JFW_Destroy_Self_timer set it to 30 min (LE uses seconds!!)

You can just add pcts for gdi in the map. Or if you dont want any just use a different building like the PP to control the wincondition.

Hope this helps!

Subject: Re: I have an idea, can it be done?
Posted by [reborn](#) on Mon, 05 Jan 2009 12:02:40 GMT
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Sounds like siege mode, yes it can be done (Vloktboky did release some early incarnation of this).

Subject: Re: I have an idea, can it be done?
Posted by [piotrkol1](#) on Mon, 12 Jan 2009 00:58:11 GMT
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Alright I attached JFW_Destroy_Self_timer to the GDI building controller that I put on the map so that takes care of GDI. Now for Nod, what do I attach JFW_Death_send_custom & JFW_Custom_Destroy_Building to and what do I pit in for the params for both of them? Also, for the script JFW_Vehicle_Buy_Poke how do i determine where the vehicle appears when it is bought? Because there isn't anything in the script that you fill in for that. Thanks!

Subject: Re: I have an idea, can it be done?

Posted by [GEORGE ZIMMER](#) on Mon, 12 Jan 2009 09:59:57 GMT

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I'd prefer to see a mission where GDI has to destroy the entire Nod base. Or, atleast, the Temple of Nod. Just the Hand of Nod would be kinda lame for a big map like that.

Subject: Re: I have an idea, can it be done?

Posted by [Gen_Blacky](#) on Thu, 15 Jan 2009 02:12:09 GMT

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Im not sure what you are doing but this is how to destroy a object and make it destroy a building.

Make a daves arrow and attach JFW_Custom_Destroy_Building

Message = 8686537

ID = Id of the building you wish to destroy

JFW_Death_Send_Custom Attached to the object that gets destroyed

ID = ID of object that JFW_Custom_Destroy_Building is attached to

Message = 8686537

Param = 1

Subject: Re: I have an idea, can it be done?

Posted by [_SSnipe_](#) on Thu, 15 Jan 2009 04:17:38 GMT

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Gen_Blacky wrote on Wed, 14 January 2009 18:12

Im not sure what you are doing but this is how to destroy a object and make it destroy a building.

Make a daves arrow and attach JFW_Custom_Destroy_Building

Message = 8686537

ID = Id of the building you wish to destroy

JFW_Death_Send_Custom Attached to the object that gets destroyed

ID = ID of object that JFW_Custom_Destroy_Building is attached to

Message = 8686537

Param = 1

Note that Param=1 is gonna be one always if u make something else and dont want it to fuck up that change to param 2

its like if u have another script that does the same thing but kills a diff building u would put that one to param =2 if u put 1 it will think it kills both buildings

to make it more simple thats the mailman and each script has a diff letter to tell it what to do you dont wanna send 1 number 2's mail

Subject: Re: I have an idea, can it be done?

Posted by [mrŁŹŹÄ-z](#) on Thu, 15 Jan 2009 21:34:05 GMT

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To make the SP Hand of Nod work ServerSide you have to do this:

1)Place the "SP_HON" Controller at the "SP HON" (that it touches the Mesh)

2)Now Place somewhere the "MP_HON" Controller.

3)Create a "Daves Arrow".

4)Attach the Script "JFW_Death_Send_Custom" to the "SP_HON" Controller.

On the "ID" Parameter fill in the the ID of the "Daves Arrow".

On the other "Message" Parameter fill in "1".

On the other "Param" Parameter fill in "1".

5)Now Attach the Script "JFW_Custom_Destroy_Building" to the "Daves Arrow".

Fill in the "ID" Parameter the ID of the "MP_HON" Controller.

Fill in the "Message" Parameter "1".

Now you are Done.

Subject: Re: I have an idea, can it be done?

Posted by [piotrko1](#) on Sun, 18 Jan 2009 06:52:26 GMT

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Alright so I've tested the map out and there's a few problems:

1.) For some reason none of the doors are workin in the HON. They don't open/close you just kinda glitch your way through them and it makes the game seem pretty sloppy. Anyone know how to fix this?

2.) For the script JFW_Vehicle_Buy_Poke how do i determine where the vehicle appears when it is bought? Because there isn't anything in the script that you fill in for that.

Subject: Re: I have an idea, can it be done?

Posted by [_SSnipe_](#) on Sun, 18 Jan 2009 06:56:51 GMT

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piotrkol1 wrote on Sat, 17 January 2009 22:52 Alright so I've tested the map out and there's a few problems:

1.) For some reason none of the doors are workin in the HON. They don't open/close you just kinda glitch your way through them and it makes the game seem pretty sloppy. Anyone know how to fix this?

2.) For the script JFW_Vehicle_Buy_Poke how do i determine where the vehicle appears when it is bought? Because there isn't anything in the script that you fill in for that.

Ya the door thing, If i remember theres two ways and one is the right way (cant remember)

way 1: dont add one of the files .lsd or .ldd cant remember into the mix after editing

way 2: add one edited file (again dont know if its the ldd or lsd) into the mix and which ever that one is, the other one leave the default one in mix while putting that edited one into data

so just if its lsd then put the edited ldd into mix and the edited lsd into data while the mix has the original lsd

i think mad rocks knows
