Subject: Building repaired / Turret killed etc messages...
Posted by rrutk on Mon, 19 Jan 2009 22:01:31 GMT

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After hours of searching:

1) What script to use for or how to make the "Building repaired" Text-Messages and Sound-Messages?

2) How to make the Text-Messages and Sound-Messages for attacked/destroyed/repaired of TURRETS (e.g. Nod Turret, SAM etc.) - these are not buildings but mounted vehicles.

It doesnt work here, but it should, because it works in game.

There must be en error, I've the same settings like a building. it works on buildings, but not on turrets...

Subject: Re: Building repaired / Turret killed etc messages...
Posted by Jerad2142 on Tue, 20 Jan 2009 21:12:17 GMT

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I know you can do 2 though level editor if you didn't want to get too into scripting. The stuff neeeded for 2 will be at the bottom of the vehicle's preset.

Subject: Re: Building repaired / Turret killed etc messages...
Posted by mrÃ£Ã§Å·z   on Tue, 20 Jan 2009 21:58:38 GMT

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Script posted

Subject: Re: Building repaired / Turret killed etc messages...
Posted by rrutk on Tue, 20 Jan 2009 22:08:15 GMT

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Jerad Gray wrote on Tue, 20 January 2009 15:12I know you can do 2 though level editor if you didn't want to get too into scripting. The stuff neeeded for 2 will be at the bottom of the vehicle's preset.

but didnt work.

now testing the new scipts by madracks.

Subject: Re: Building repaired / Turret killed etc messages...
Posted by rrutk on Wed, 11 Feb 2009 13:14:11 GMT
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nearly all message_send_custom_xx scripts in 3.4.4 have this bug!

Subject: Re: Building repaired / Turret killed etc messages...
Posted by Genesis2001 on Wed, 11 Feb 2009 17:58:28 GMT
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I'll post something when I get home. I have an idea, now I just need to get back to my IDE (</3 notepad)

Subject: Re: Building repaired / Turret killed etc messages...
Posted by Genesis2001 on Thu, 12 Feb 2009 00:18:55 GMT
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Zack wrote on Wed, 11 February 2009 10:58I'll post something when I get home. I have an idea, now I just need to get back to my IDE (</3 notepad)

 http://www.renegadeforums.com/index.php?t=msg&goto=371667&rid=21490#msg_ 371667