
Subject: Scripts for ped

Posted by [Distrbd21](#) on Wed, 04 Mar 2009 00:22:30 GMT

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I have a ped set up in my map, end game with beacon is on, beacon script zone is on the ped, i go and lay an ion as gdi or nod and the ion goes off and nothing??

Subject: Re: Scripts for ped

Posted by [IronWarrior](#) on Wed, 04 Mar 2009 03:50:07 GMT

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Vendetta wrote on Tue, 03 March 2009 18:22 I have a ped set up in my map, end game with beacon is on, beacon script zone is on the ped, i go and lay an ion as gdi or nod and the ion goes off and nothing??

Are you sure you have the correct beacon zone, try making it wider and bigger, mess around with the world box.. they tricky bastards.

Subject: Re: Scripts for ped

Posted by [ErroR](#) on Wed, 04 Mar 2009 09:52:46 GMT

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[]Beacon placement ends game - box is checked?

Subject: Re: Scripts for ped

Posted by [Dreganius](#) on Wed, 04 Mar 2009 11:33:53 GMT

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ErroR wrote on Wed, 04 March 2009 20:52>[]Beacon placement ends game - box is checked?

Vendetta wrote on Wed, 04 March 2009 11:22 I have a ped set up in my map, end game with beacon is on, beacon script zone is on the ped, i go and lay an ion as gdi or nod and the ion goes off and nothing??

Subject: Re: Scripts for ped

Posted by [ErroR](#) on Wed, 04 Mar 2009 12:14:27 GMT

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oops, din't see that

EDIT: ok so for this post not to be deleted let me add something more besides the smiley

Subject: Re: Scripts for ped
Posted by [Jerad2142](#) on Wed, 04 Mar 2009 14:34:52 GMT
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You have building controllers on the map for both teams I assume?

Subject: Re: Scripts for ped
Posted by [zunnie](#) on Wed, 04 Mar 2009 20:17:10 GMT
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Jerad Gray wrote on Wed, 04 March 2009 09:34 You have building controllers on the map for both teams I assume?

Yea there must be one building controller for each team present on the map for pedbeacons to work.

Subject: Re: Scripts for ped
Posted by [Jerad2142](#) on Wed, 04 Mar 2009 22:08:40 GMT
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zunnie wrote on Wed, 04 March 2009 13:17 Jerad Gray wrote on Wed, 04 March 2009 09:34 You have building controllers on the map for both teams I assume?

Yea there must be one building controller for each team present on the map for pedbeacons to work.
lol yes, rather hard to lose otherwise, you have the correct beacon zone and their matching team on the map right?
Make sure the zone goes a little ways below the ped.

Subject: Re: Scripts for ped
Posted by [Distrbd21](#) on Thu, 05 Mar 2009 12:52:23 GMT
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maybe that is why its not working i don't have controlers on the map.

the reason i didn't is cus it's m13 redone, for my server

Subject: Re: Scripts for ped
Posted by [Jerad2142](#) on Thu, 05 Mar 2009 19:10:46 GMT
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So is it all working now then? If not try moving the zone bottom below the beacon ped.

Subject: Re: Scripts for ped
Posted by [Distrbd21](#) on Thu, 05 Mar 2009 19:24:26 GMT
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Jerad Gray wrote on Thu, 05 March 2009 13:10So is it all working now then? If not try moving the zone bottom below the beacon ped.
havnt done it yet

Subject: Re: Scripts for ped
Posted by [Distrbd21](#) on Fri, 06 Mar 2009 19:24:43 GMT
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Ok i put the ref building controllers on so the ped kinda works

i lay a beacon on it ok if i don't run over it it works great but if i walk on top of it it falls through the map? i have a ped a plane that i made in renx and it still does it.

Subject: Re: Scripts for ped
Posted by [ErroR](#) on Fri, 06 Mar 2009 19:42:04 GMT
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sure u set correct collisions?

Subject: Re: Scripts for ped
Posted by [Distrbd21](#) on Fri, 06 Mar 2009 19:59:33 GMT
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ErroR wrote on Fri, 06 March 2009 13:42sure u set correct collisions?

for the plane yes. it goes through the ped than it don't go off but it stays on the plane.

should i be using the ctf ped?

Subject: Re: Scripts for ped
Posted by [ErroR](#) on Fri, 06 Mar 2009 20:00:46 GMT
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i don't know, but try, experiment and see which one works (and looks) best

Subject: Re: Scripts for ped
Posted by [Distrbd21](#) on Sun, 08 Mar 2009 23:38:31 GMT
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ErroR wrote on Fri, 06 March 2009 14:00i don't know, but try, experiment and see which one works (and looks) best
well i haven't had a change to do anything because of my girlfriend

Subject: Re: Scripts for ped
Posted by [Jerad2142](#) on Wed, 11 Mar 2009 05:48:20 GMT
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Make sure to have PROJECTILE collisions on for the beacon...
