Subject: Server-side modded map with buildings destroyed at start?
Posted by iRANian on Thu, 20 Oct 2011 13:22:41 GMT
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Is it possible to do this with LevelEdit? I know it's possible via the scripts.dll API with the level load hook.

Subject: Re: Server-side modded map with buildings destroyed at start?
Posted by Jerad2142 on Thu, 20 Oct 2011 15:47:14 GMT
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Commands->Apply_Damage(Commands->Find_Object(CONTROLLER_ID),9999.9f,"blamoKiller",0);

Do that at round start

Subject: Re: Server-side modded map with buildings destroyed at start?
Posted by iRANian on Thu, 20 Oct 2011 15:49:01 GMT
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How do I do that via LevelEdit?

Subject: Re: Server-side modded map with buildings destroyed at start?
Posted by Jerad2142 on Thu, 20 Oct 2011 16:16:57 GMT
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If you want to do it all in leveleditor, do it by attaching the script "SUR_Timed_Death" give it a 0.1 second delay (0.0 might be fine but you know, just to be safe).

Although if you're making the level from scratch it'd be better to just place dead buildings on the level from the get go, easier on the server that way.

Subject: Re: Server-side modded map with buildings destroyed at start?
Posted by iRANian on Thu, 20 Oct 2011 16:34:18 GMT
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Thanks a lot, that works.

Subject: Re: Server-side modded map with buildings destroyed at start?

Posted by Jerad2142 on Thu, 20 Oct 2011 16:46:53 GMT
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No Problem

Subject: Re: Server-side modded map with buildings destroyed at start?
Posted by halo2pac on Sat, 22 Oct 2011 04:10:56 GMT
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If he does that to all buildings doesnt it end game?

Subject: Re: Server-side modded map with buildings destroyed at start?
Posted by Jerad2142 on Sun, 23 Oct 2011 22:51:05 GMT
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Yep, so if he wants all the buildings to be dead he should either place some fake building controllers or disable the checkbox that ends game on base destruction.

Subject: Re: Server-side modded map with buildings destroyed at start?
Posted by Gen_Blacky on Mon, 24 Oct 2011 05:12:11 GMT
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