Subject: Construction Yard Scripts, how do you get them to work?
Posted by Thiima on Mon, 17 Mar 2003 09:47:06 GMT

I have tried to add the two construction yards scripts into my map, i can get it so that the construction yard repairs all the buildings when they are damaged, however, the more damage the building takes the faster it repairs itself (as seen on level 10 on the single player missions) also when the construction yard is destroyed, the repairs continue.

I was wondering if Aircraftkiller or anyone who knows how they work, can teach me how to get them to work like they do on C&C_Basin.

Thanks in Advance.

Subject: Construction Yard Scripts, how do you get them to work?
Posted by laeubi on Mon, 17 Mar 2003 09:57:27 GMT

Attach the Script: TDA_Conyard_Controller to your Conyardbuildingcontroller

Quote://TDA_Conyard_Controller
//
//Building1_ID=0:int   '1st building to disable
//Building2_ID=0:int   '2nd building to disable
//Building3_ID=0:int   '3rd building to diable
//Building4_ID=0:int   '4th building to diable
//Building5_ID=0:int   '5th building to diable
//Building6_ID=0:int   '6th building to diable
//Building7_ID=0:int   '7th building to diable
//Building8_ID=0:int   '8th building to diable
//Building9_ID=0:int   '9th building to diable
//Building10_ID=0:int   '10th building to diable

Then attach to every building that should be repaired by the conyard the script:
TDA_Conyard_Repair
Quote:// Repair_Frequency:int   how many ticks till it recieves 1 health
// Timer_ID:int   ID of the object it is attached to, will crash game if left blank.

Fill in every ID of buildingcontroller into the parameters of the fisrt script, or the repairing of Buldings don't stop, if the conyard gets destroyed.

and btw to use these scripts you needs the custom scripts you can downlaod
here.
A readme how to install the scripts are included.

Subject: Construction Yard Scripts, how do you get them to work?
Posted by Aircraftkiller on Mon, 17 Mar 2003 09:58:40 GMT
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Attach the TDA_ConYard_Controller script to the Construction Yard in question.

Gather the building ID of every structure or vehicle (e.g., Turret, Guard Tower) you want to be repaired and punch the numbers into the Construction Yard script.

Then apply the TDA_ConYard_Repair script to said structures or vehicles... Punch their building IDs in for the Timer_ID and you're all set.

Repeat for the other team.

Subject: Construction Yard Scripts, how do you get them to work?
Posted by Thiima on Mon, 17 Mar 2003 12:18:16 GMT
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Yay, Thanks both of you

Subject: Construction Yard Scripts, how do you get them to work?
Posted by Thiima on Mon, 17 Mar 2003 15:57:48 GMT
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erm.... i have got more than 10 buildings that i want to be repaired by the construction yard... how do i go about doing this? can i attach the script twice but put the other building ID's in for the second time?

Subject: Construction Yard Scripts, how do you get them to work?
Posted by laeubi on Mon, 17 Mar 2003 16:01:41 GMT
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An Idea: Try it

Subject: Construction Yard Scripts, how do you get them to work?
Posted by Thiima on Mon, 17 Mar 2003 16:41:54 GMT
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yup it works, everything works

Subject: Construction Yard Scripts, how do you get them to work?
Posted by Dante on Tue, 18 Mar 2003 06:48:08 GMT
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Thiimaerm.... i have got more than 10 buildings that i want to be repaired by the construction yard... how do i go about doing this? can i attach the script twice but put the other building ID's in for the second time?

yes, it is designed for that purpose