Subject: Making Buildings Invulnerable
Posted by MavTaSe on Thu, 04 Aug 2005 13:51:27 GMT
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Before I ask my question I want everyone to know that I searched through the forum before asking my question. And there was only one related topic which sadly enough didn't contain a solution...

Like the title says, I want to know how to make Buildings invulnerable with Level Edit / Editing Scripts.dll, whichever works. I know you're able to kill the building with ssaow, but that's not my intention. I've already tried numerous things.

Removing mesh prefix so building controller doesn't recognise building
Make armor, health and mct Blamo
Make armor, health and mct SkinC4 (it's for a sniper mod so I though you can only 'kill' a c4 with repair beam so it'll work, but it didn't.
Remove mct from building (unchecked 'IsMCT')

On a sidenote, is editing object.aow a good way to make your mod or not? I heard it gives the other players who ain't got the object.aow zero-bug.

I hope someone can give me a clue how I can do this. Thank you for your time.