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Subject: Re: Extra things in LE

Posted by [totalhavok](#) on Sun, 08 Oct 2006 18:17:33 GMT

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Another Extra thing in LE I came across is a PT setting for Equipment. Now let's say I want to use this with and TIE is availability to a new building, A Base Armory. This way even after the Hand, Bar, Air, and WF are destroyed, you will still be able to buy better weapons (as long as you still have an Armory left).

I already have the meshes, agragates, transform animations done in max 7.1, so now,

1: how do I get this new PT setting to show up at the first PT screen (free stuff, characters, vehicles, beacons)?

Say Option 9, or 0 Equipment.

2: How do I go about making a building controller for it?

Also how do I tie sounds to a buildings health? I have sounds that I want to play ONLY until the building is destroyed. I have other sounds I then want to play ONLY after the building is destroyed. Is there a way to do this?

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