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Subject: Re: Map building difficulties

Posted by [Jerad2142](#) on Sat, 05 May 2007 16:42:34 GMT

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Fun Fun.

Okay first double click the building controllers, you will obtain their IDs from the pop up window.

Second it is easiest just to make separate Pt's and just destroy those when a building is destroyed.

Third I suggest you make two separate building controllers that send a custom when destroyed, make an invisible box that will count the customs, when it gets one custom destroy an obelisk controller (or set its team to neutral should also work). When it gets two customs, have it destroy the real power plant controller which will just be hidden somewhere and not attached to any building.

Finally try putting an invisible box over the pt, when it is shot send a custom to the building controller, the custom will activate a change team script and change the buildings team (note this is only in theory, but technically it should work).

Yay 1200 ^^

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