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Subject: Re: Please Help

Posted by [Sn1per74\\*](#) on Sat, 04 Aug 2007 20:37:06 GMT

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Make the generic Switch...

Then double click the generic switch on the map, so a box appears.

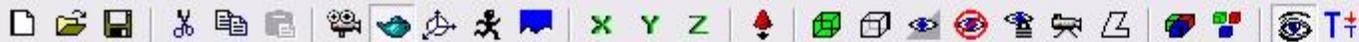
Click the scripts tab. Add JFW\_Character\_Buy\_Poke, and copy and paste the preset name in. In this example I used the player Patch, on GDI.

Fill in the other parameters. The cost (in credits) and the player type, which is the team who can poke it. 1 is GDI, and 0 is Nod. Click OK on the Script Definition window and OK on the edit object window. Your script was added. Go into the game and try it out!

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### File Attachments

1) [Switch.JPG](#), downloaded 960 times



**Edit object** [X]

General | Position | Scripts

Name:

Model:

ID:

Comments:

OK Cancel



Picked model: DSP\_DOORSWITCH  
Picked model: DSP\_DOORSWITCH  
TimeManager::Update: warning, frame 704 was slow (6659 ms)

2) [switch2.JPG](#), downloaded 972 times



**Edit object**

General Position Scripts

Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

**Script Definition**

Use the controls below to select a script type and edit its parameters.

Type: JFW\_Character\_Buy\_Poke

Parameter(s)

Name: Preset\_Name

Value: CnC\_GDI\_Grenadier\_2SF

Ok Cancel

Add... Modify... Delete

OK Cancel



TimeManager::Update: warning, frame 707 was slow (61634 ms)  
 TimeManager::Update: warning, frame 708 was slow (31953 ms)  
 TimeManager::Update: warning, frame 709 was slow (5946 ms)

3) [switch3.JPG](#), downloaded 966 times

