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.

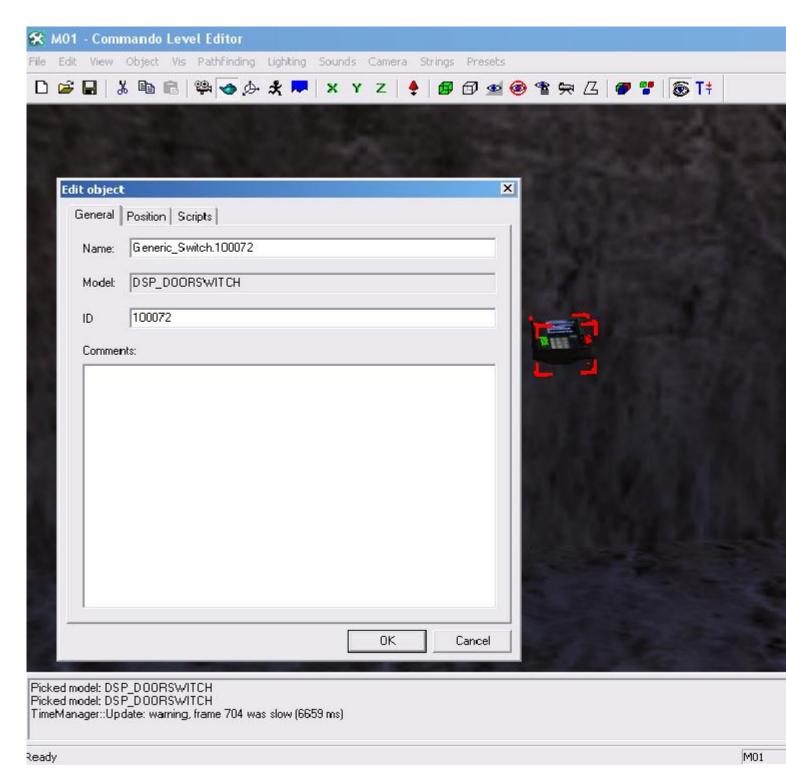
Fill in the other parameters. The cost (in credits) and the player type, which is the team who can poke it. 1 is GDI, and 0 is Nod. Click OK on the Script Definition window and OK on the edit object window. Your script was added. Go into the game and try it out!

File Attachments

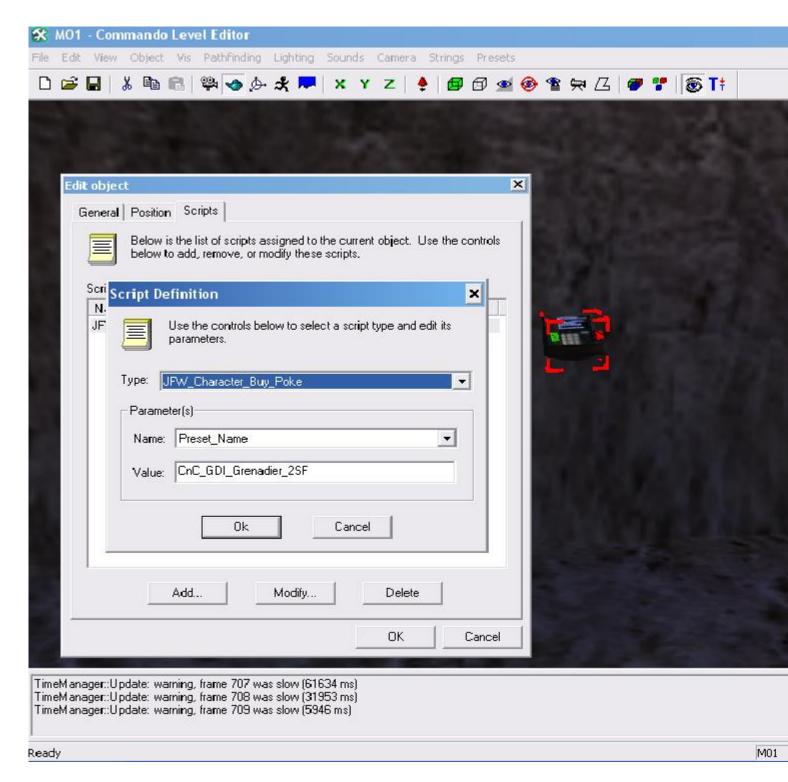
1) Switch.JPG, downloaded 570 times

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2) switch2.JPG, downloaded 584 times



3) switch3.JPG, downloaded 573 times

