madrackz wrote on Thu, 22 May 2008 13:53OK i made the HON on M01 Work. When SP Controller dies then the MP

Controller too, open the .LVL file and look what i attached to the

Controllers and the Daves arrow thats all you need to know to let

Buildings work. The Scripts.dll is the DLL from Scripts 3.4.3, you

need it to use the Scripts.

ok so u have both controllers and when open dies they both dies and thats how you get a building to work in a sp map?

when hon dies im guessing the game gets won?

i really dont want any builings to work i just need something to die to end the map like when u pick up an item or destroy like a boss bot with that script thats what i plan on doing,....

one map have a boos bot at the end so when you kill it the game ends...which i saw on gamerz0ne when u killed the rav boss said nod ref destroyed and says gdi won by building destruction which is where i got the idea....but needed to figure how to get the sp maps load without crashing...

but as i said before

1)would gdi still able to buy advance chars? without a bar? how do i have to add a bar controller and jsut hide it somewhere? cuase i wont be using nod in most lvls ONLY gdi chars which killing the hon will work

cuase as i stated all i want...is for the map to load...and to win the game...have to destroy the building or a boss...or even pick up a powerup to end the map and i know u need to destroy the building to end it