
Subject: Re: CnC Assault 0.3 - build, command, conquer
Posted by [GraYaSDF](#) on Tue, 31 Aug 2010 13:03:00 GMT
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I need a C++ help only. It is a only one way to make my modification better.

1. A script of collision. It must use a special box (as WorldBox or BoundingBox) or this script must have x,y,z scale coordinates for collision condition. If future structure in our wood box collide with terrain or any objects, then it will be deleted and beacon should appear, we automatically pick up it and place it somewhere again.
2. A script for bots, which can go around the "real objects": vehicles, soldiers, turrets and structures (yes, structures in my modification are "real objects" too, I took a turret preset for this).
3. A script for Power Plant. Each structure consumes some energy and Power Plants give this energy. If the quantity of consumed energy becomes higher than PP energy, then all buildings will be cut off.
4. A script for Refinery. We can harvest a tiberium in tiberium fields and unload it on Refinery.
5. A script for Repair Facility. If we are on Repair Facility, it repairs our car and, if we haven't enough money or car is repaired, it stops repairing. Unfortunately, I try to install two scripts for activation of Cinematic Attack, but it doesn't work.
6. And (if its possible) a script for commander. All players can be a commanders, if they are in Construction Yard or Communications Center. Commanders place nav points for team members in special screen with current map and organize team work.

Orca234 wrote on Tue, 31 August 2010 17:04
Have you thought about putting AI bots in this?

Of course, yes, but in CnC Assault 0.2 I had many problems with bots, which dont want to go around the structures, and I have deleted them. And, unfortunately, I can't write an AI script for commander, because im a newbie in this direction.