Subject: Questions about the strings file.
Posted by General Havoc on Sat, 18 Oct 2003 18:58:55 GMT
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All the strings in the strings.tdb are everything that Westwood thought they may need. As you may know that the game was released without a lot of content that the guys at Westwood would have liked to add in.

About your idea, The intruder alert is possible but it would jnot work in multiplayer unless an additional script was written. You need to have a zone which triggers on enemy entry and this script already exists. What doesn't exist is a play global sound script. Someone needs to write a script that causes a building controller to play it's sounds when a custom is sent to it.

As for the others, they are not really possible to a proper extent. you can construct buildings but not ones that actualy can be destroyed or be "working". You can make a building on a map using a script, you can also (spawn) PT's and (proxy) doors in it but not the building controller.