Subject: Pod Racer Physics
Posted by Titan1x77 on Thu, 18 Mar 2004 04:59:46 GMT
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oblivion165ok thats a good trick.

ok lets talk script zones, i was looking at the single player levels. and they dont use this system, but is there a way that whatever team reaches a script zone, or object first, that team wins?

i thought that each pod could represent the flag on capture the flag, and when they would cross the finish line it would see that the flag was captured.

ok theres a script that destroys a building when you enter a zone...you can make whatever # of zones you want....lets say 3 for example...you set 6 zones up 3 for GDI 3 for Nod....when the zone is entered it killsl a PP controller,next zone entered kills a second PP controller,third and final zone is entered it kills a 3rd PP controller....then the 1st team to enter its 3 zones wins....once again you can set up say...50 PP controllers and 50 zones if you wanted.

You can even change the PP controller to say "Checkpoint 1 has been passed" and even a sound or voice message for each one if you know how to edit the Strings.tdb

I think its JFW_Destroy_object_enter

I'll get back to you on the exact name of the script.