

---

Subject: C&C Mutation Possibly Delayed

Posted by [NeoSaber](#) on Wed, 12 May 2004 16:18:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hmm... that might work but it would take a weird combination of scripts. I couldn't do a script zone for each base, because a player might trigger it if they were the only person who was loaded on the server. With one player, it would still be a 'Gameplay Pending'. So I would need one scriptzone for every entrance/exit to a building. Or.... maybe just one zone designed to trip when a harvester drives into it (if there is script that can do that can pick up a harvester preset entering a zone, I need to look for that.)

I can't actually start the timer based on a custom, but I might be able to attach the script for the meteors to each Dave's Arrow when a custom is received. That should 'start the timer'. Reading over how JFW\_Attatch\_Script works, that may get weird, with the zone having to send a custom to each 'meteor' daves arrow, so they send a custom to the object with JFW\_Attatch\_Script, so it knows where to put the script. That would mean about a dozen scripts to send the message from the script zone to the daves arrows, then they would all simultaneously send a custom to the same object 'asking for the script'. That might cause a problem...

I'll see if I can set that up though, it might work.

As to the other posts:

Silent KaneCan't you set kill on collision for the object or something? I think that might work.

Gave it a try, didn't work.

macl can compile Linux binaries for you, if you supply me with the scripts source.

If I end up going with option 3 I'll send you the source code.

jonwilDo remember to release complete source code to any changes

If I make a change I'll probably stick a download up on CnC Source so I don't have to stuff all that crap in the .zip with Mutation.

---