
Subject: C&C Mutation Possibly Delayed

Posted by [jonwil](#) on Thu, 13 May 2004 03:46:07 GMT

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Probably the best solution is to stick a Script_Zone_All so that it covers the vehicle exit for the War Factory (i.e. it sits near the door) and/or the place where the vehicles go when the airstrip plane lands.

Then, create a preset (temp preset that is a daves arrow or something). On this preset stick JFW_Random_Custom plus whatever you want to spawn the metiors (or whatever it is that you want to use to make that happen)

After that, use TDA_Send_Custom_Zone on the zone plus JFW_Create_Destroy_Object_On_Custom to spawn the object.

The idea is that you take whatever Daves Arrow or other preset(s) you have that do the metiors and instead of them being there on the map at startup, they are created at runtime by JFW_Create_Destroy_Object_On_Custom.

Best solution and doesnt require any changes to the scripts.dll (people distributing changed versions of the scripts.dll is something I want to avoid if at all possible)
