
Subject: Custom Weapons Factory
Posted by [Tidu](#) on Mon, 14 Jun 2004 17:56:01 GMT
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I am making a new weps-like building and was wondering how i can make it produce vehicles.
(with as little scripting as possible)

Subject: Custom Weapons Factory
Posted by [Spice](#) on Mon, 14 Jun 2004 18:32:23 GMT
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Just set the vehicles spawner in LE , Of course you building would have to have no door or have doors that open with a proxy setting.

Subject: Custom Weapons Factory
Posted by [Tidu](#) on Mon, 14 Jun 2004 18:42:13 GMT
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vehicles spawner? no i mean when you buy a certain vehicle it is produced in that factory.

Subject: Custom Weapons Factory
Posted by [E!](#) on Mon, 14 Jun 2004 21:33:41 GMT
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every part of your building needs to have the correct name. then u need an building controller for your building that tells the game that your building is an warfac. place the controller at your building on the map and set the carmarker. now u just need a terminal to purchase.

Subject: Custom Weapons Factory
Posted by [htmlgod](#) on Mon, 14 Jun 2004 22:17:01 GMT
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You will probably want to make a new building controller. First of all, make every mesh of the building have a given prefix, such as WEPS. After implementing your new structure, with meshes appropriately named, into a map, Modify the building controller for the weapon factory, under Buildings>Weapons Factory. In the box beside 'MeshPrefix,' enter your mesh prefix. It would be WEPS in this example. Now place that building controller near the building (hit 'Make'), and with the building controller selected, hit CTRL+P. This creates the 'carmaker' for the building controller. It is at this location that the vehicles will be created when purchased. Assuming your building controller has a team affiliation (Which it will if you only modified either GDI or NOD weapons factory building controller), you're set to go.

Subject: Custom Weapons Factory
Posted by [Spice](#) on Mon, 14 Jun 2004 22:30:46 GMT
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Yes and I mean you set the vehicle spawner at the part where you want the vehicle to appear. Whether its in the middle of a field or inside of another building. When you buy a vehicle , where that spawner is is where it comes out.

Subject: Custom Weapons Factory
Posted by [Tidu](#) on Mon, 14 Jun 2004 23:34:14 GMT
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Okay, thanks for the help!
