
Subject: Small Script Question
Posted by [Kamuix](#) on Thu, 16 Feb 2006 20:04:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

I want to know if there is a script that does this.

A script that is attached to an Object. And when that object is destroyed it Destroys or disables a Building controller.

Thanks

Subject: Re: Small Script Question
Posted by [JeepRubi](#) on Thu, 16 Feb 2006 20:49:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Isnt that how the MCT works?

Subject: Re: Small Script Question
Posted by [Kamuix](#) on Thu, 16 Feb 2006 20:54:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Naw I dont think so. Its works more like the beakon zone.

Subject: Re: Small Script Question
Posted by [jonwil](#) on Thu, 16 Feb 2006 23:23:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Should be what you want somewhere, I dont have time to look for the right combination of scripts right now.

Subject: Re: Small Script Question
Posted by [Kamuix](#) on Thu, 16 Feb 2006 23:41:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok Thanks.

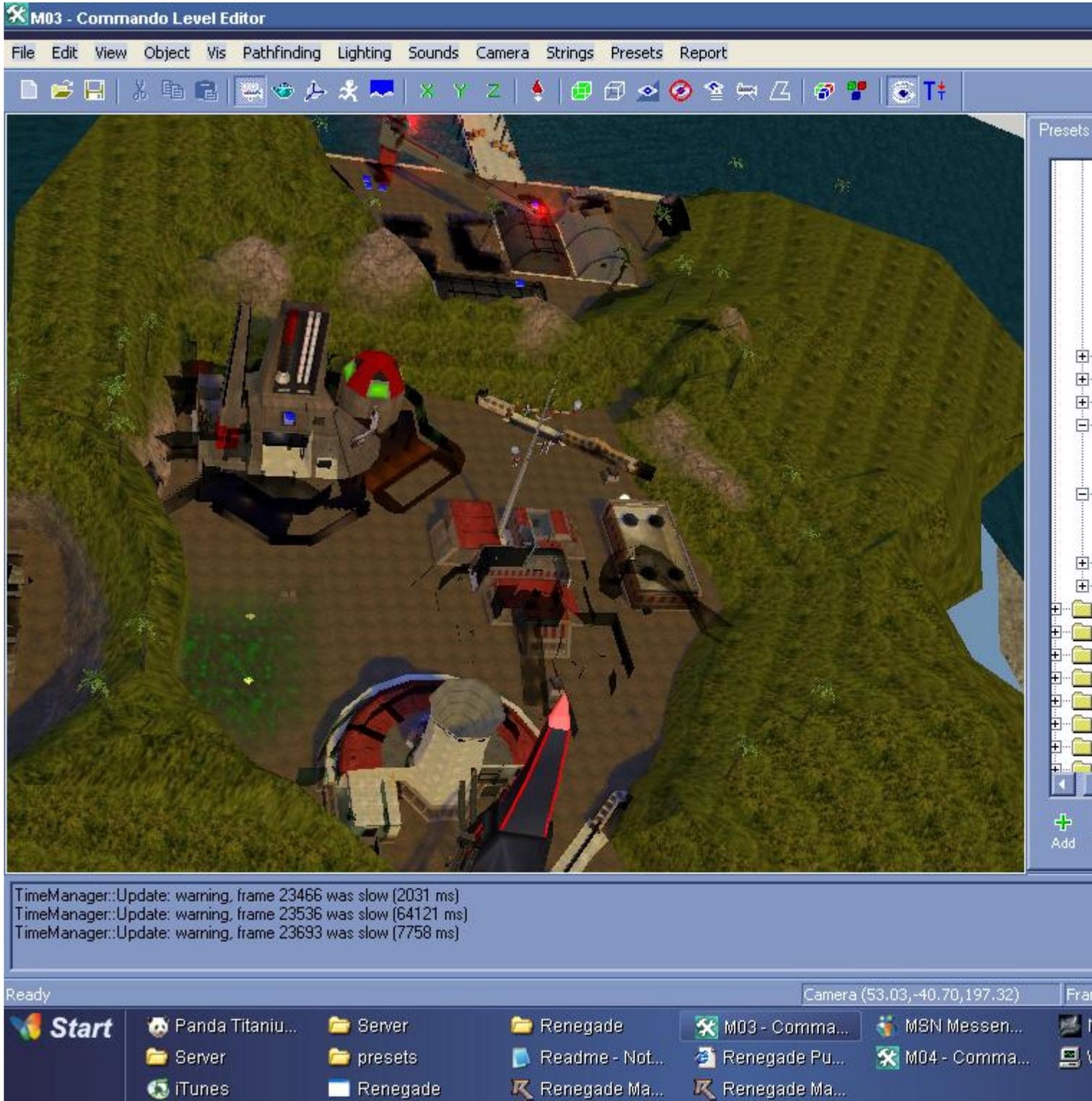
I am trying to make a M03 serverside map and i'm having a problem with the controllers. The multiplayer Ref controller does not work with that Refinery and the single player Reg controller causes Renegade to crash when you use K.

Does anyone know how i could fix either of those.

The reason why I wanted that one specific script was so i could have it so when you take out the Powerplant. It destroys the Obelisk controller which will than end the game.

File Attachments

1) [m03.JPG](#), downloaded 575 times



Subject: Re: Small Script Question
Posted by [JeepRubi](#) on Thu, 16 Feb 2006 23:55:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

how do you get the le view distance to be that long? Mine seems to be between 50-100

Subject: Re: Small Script Question
Posted by [Kamuix](#) on Thu, 16 Feb 2006 23:59:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hold AltShift and hit + to View more Although your select distance will remain the same. Hold Alt - To decrease.

Subject: Re: Small Script Question
Posted by [E!](#) on Fri, 17 Feb 2006 01:38:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

i guess your mp building controller didn't work because the mesh prefix is a different as the mesh prefix of the sp building controller. try to change it or to make a new mp controller with different prefix. to your scripts question: try to use jfw_death_send_custom and jfw_custom_destroy_building to kill the building controller.

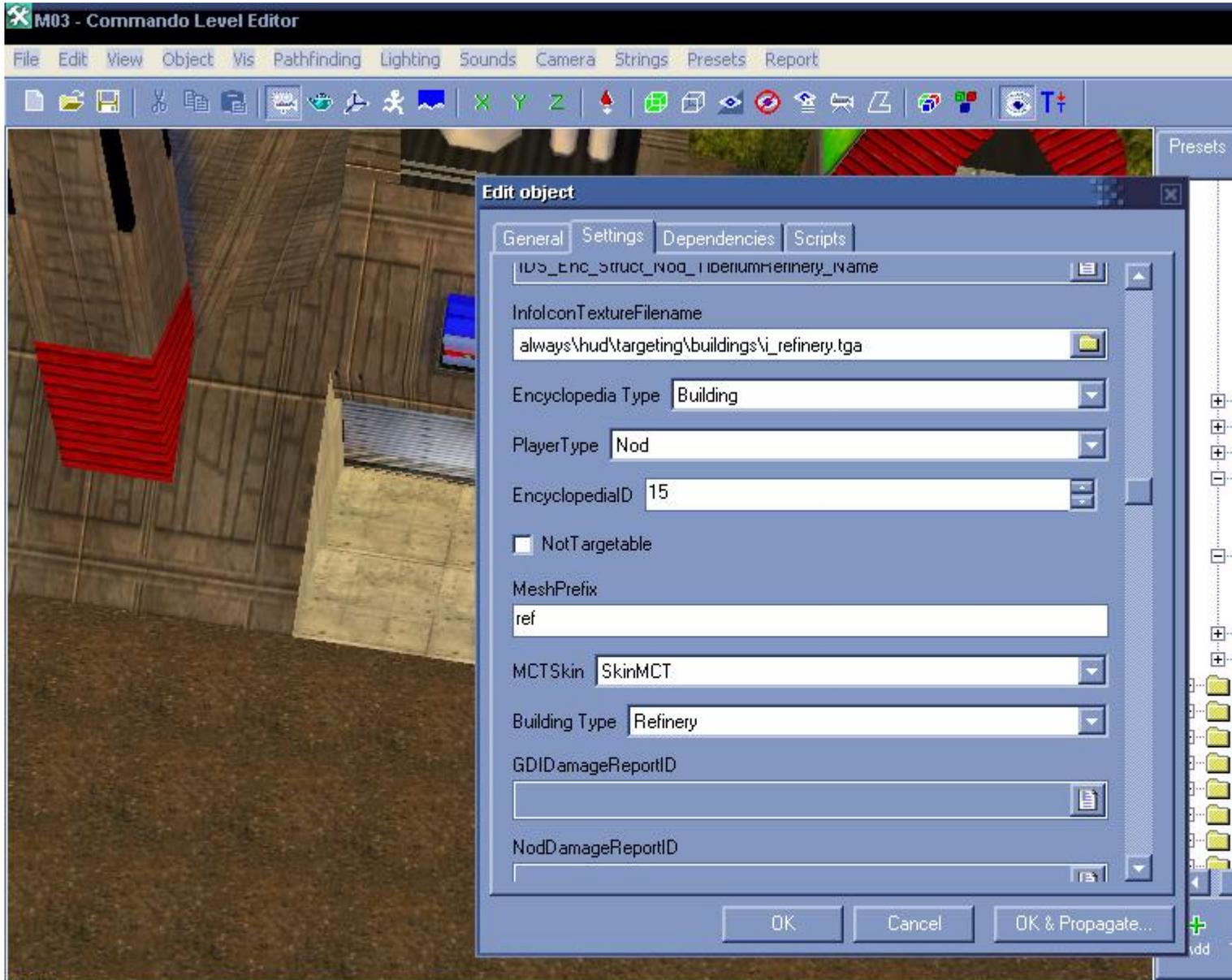
Subject: Re: Small Script Question
Posted by [Kamuix](#) on Fri, 17 Feb 2006 01:43:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you. I did try changing the prefix though. I think the reason why that does not work is because its Serverside.

And I will have to look more into custom scripts because I never got them working before.

File Attachments

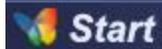
1) [M03a.JPG](#), downloaded 533 times



TimeManager::Update: warning, frame 36854 was slow (11389 ms)
TimeManager::Update: warning, frame 36855 was slow (2054 ms)
TimeManager::Update: warning, frame 36896 was slow (12639 ms)

Ready

Camera (-106.19,3.34,53.73)



NightRegulator

Server

M03 - Commando L...

MSN Messenger (N...

Server

presets

Windows Task Man...

Renegade

Renegade Master S...

NightRegulator v0.2...

Renegade Public F...

untitled - Paint