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Subject: Is there anyway to do this  
Posted by [bgkill007](#) on Mon, 04 Dec 2006 09:44:15 GMT  
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Hey i was wondering if any one could make this for me or at least tell me how to do it.

I was thinking when a building of ur team gets destroyed on a map, ur beacon cost lowers a bit, and keeps doin that as a building gets destroyed....eg  
1 building destroyed: cost 800  
2 buildings destroyed: cost 700  
and so on

thanks for any help

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Subject: Re: Is there anyway to do this  
Posted by [danpaul88](#) on Mon, 04 Dec 2006 12:27:27 GMT  
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ah, so you want to make ped n00bing easier?

AFAIK you can use the script commands to adjust the prices of presets, although not sure well it works on the beacon purchase, if at all.

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Subject: Re: Is there anyway to do this  
Posted by [Jerad2142](#) on Mon, 04 Dec 2006 15:44:03 GMT  
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You would have to make the beacon its own terminal.

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Subject: Re: Is there anyway to do this  
Posted by [Theboom69](#) on Mon, 04 Dec 2006 19:39:54 GMT  
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How would you make it's own PT?

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Subject: Re: Is there anyway to do this  
Posted by [Jerad2142](#) on Mon, 04 Dec 2006 21:18:14 GMT  
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Attach the script "JFW\_Powerup\_Buy\_Poke", and the script "JFW\_Pokable\_Object", to the object

(which will be the terminal).

You could set it up so that when ever a building is destroyed that remove and attach scripts would change the "JFW\_Powerup\_Buy\_Poke" with another "JFW\_Powerup\_Buy\_Poke" in which the beacon would cost less, but this if done incorrectly could easily crash the game.

But it would just be easier to set it up so when ever a building was destroyed that it would send a custom to all the purchase terminal presets (each teams presets will need a different name like GDI\_Beacon\_Terminal\_1, Nod\_Beacon\_Terminal\_1) (using the script "JFW\_Send\_Message\_Preset" to send the custom message 56656765 [or what ever] on death, this script will be attach to the building nodes[this script will have to be attached to each building once for each cost deduction the beacon will receive [because the purchase terminal's name will be changing [ex. GDI\_Beacon\_Terminal\_1, GDI\_Beacon\_Terminal\_2, etc.]]. When the terminal receives the custom message 56656765, it would destroy its self using the script "JFW\_Blow\_Up\_Obj\_On\_Custom" and then create the new terminal preset with the cheaper beacons using the script "TFX\_Spawn\_When\_Killed".

If I need to explain this better just ask!

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