Subject: [LE] Three-Way crap with Dave's Arrows
Posted by Genesis2001 on Thu, 14 Jun 2007 03:49:44 GMT
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I'm making a Co-Op map through LE and I have a poke-able object that I want to disable a building controller (namely, the Nod Power Plant). I have looked through the scripts and found nothing about DISABLING the building; so I decided to find a script that applied damage to the "building" (JFW_Custom_Destroy_Building) but the parameter "Message" hard. I've been told that you are supposed to setup a custom message through a Dave's arrow and then have the arrow send a response back to the object that you want to (in this case, the Nod PP) to do the action you want it to do (for this case, destory/apply-damage to the building).

I need help understanding this concept and could someone teach me how to do this three-way sh*t with the dave's arrows???

-MathK1LL

Subject: Re: [LE] Three-Way crap with Dave's Arrows
Posted by Brandon on Thu, 14 Jun 2007 03:54:14 GMT
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Ya, I understand how this works for the most part, I just don't know exactly how to setup the scripts. Could someone please make a VIDEO tutorial and post it on RenHelp.net please?

Subject: Re: [LE] Three-Way crap with Dave's Arrows
Posted by zunnie on Thu, 14 Jun 2007 05:20:01 GMT
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Note the ID of the powerplant controller (example: 123123)

Create a DaveArrow and note the ID of it (example: 124124)
attach the script JFW_Custom_Destroy_Building to it
enter 123123 for the building id/controller
enter 1000 for the message

To the pokable object attach the script
JFW_Poke_Send_Custom or maybe even JFW_Poke_Send_Custom_Cost
which will make the switch only work if you have enough money.

For the ID enter the ID of the DaveArrow 124124 and as message
put 1000 and param 1

Now when someone presses E on the switch it will send a message (1000) to the object ID you entered (124124). The object that receives the message will notice the msg is a match and it will execute the script and kill the building.

"temporary disabling" the powerplant is another thing though, this will destroy the powerplant and you wont be able to revive it.

Basically how Customs work:
There is an object that will SEND the message
There is an object that will RECEIVE the message
When the message sent to the receiver is the same as the message set to 'listen' for it will execute the script and do what that script is supposed to do.

Subject: Re: [LE] Three-Way crap with Dave's Arrows
Posted by Brandon on Thu, 14 Jun 2007 18:20:24 GMT
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I understand how these things work but it's confusing where to put what sometimes...

But I'll just play with it a bit and try to get an understanding.

Subject: Re: [LE] Three-Way crap with Dave's Arrows
Posted by Genesis2001 on Thu, 14 Jun 2007 19:20:35 GMT
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I'll try to help you understand it when I home today. I somewhat get it, but doing it on my own is still iffy..

-MathK1LL

Subject: Re: [LE] Three-Way crap with Dave's Arrows
Posted by Brandon on Thu, 14 Jun 2007 19:45:00 GMT
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I understand how it works, but like I said, not sure on how plugging it in goes, I mean, what if I mix it up somehow? Well, I'll play with it today once the AI Bot Spawner list is finished (just 50 more

spawners to go currently).