
Subject: building spawn?

Posted by [Raptor RSF](#) on Fri, 03 Aug 2007 16:40:43 GMT

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yo ppl

got a realy nice mod idea

is it possible to let buildings spawn? like a stealth generator building for example. and when it gets destroyed it will respawn?

or an object instead of a building.. that can be destroyed by the enemy? of course it need to fit in an mix map.

Subject: Re: building spawn?

Posted by [bisen11](#) on Fri, 03 Aug 2007 23:43:57 GMT

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Probably wouldn't be much different then making a turret spawn. Though I'm not so sure about more complicated buildings that would need things like waypaths.

Subject: Re: building spawn?

Posted by [c0vert7](#) on Sat, 04 Aug 2007 00:51:04 GMT

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If I am correct, me and stallion tried this awhile back as server side mod and mabey even a map. Turns out reborn was working on it too and discovered it to be almost impossible without some coding and stuff like that. Correct me if im wrong.

Subject: Re: building spawn?

Posted by [Raptor RSF](#) on Sat, 04 Aug 2007 09:53:07 GMT

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yes my plan was to make a spawning flying building (small aircraft) that not uses waypaths but it will be animated if possible.. (like a plane flying in a small circle.
it need to to be destroyeble and then spawn again.
