Subject: Items invisible
Posted by RidoYugo on Tue, 01 Jan 2008 23:19:45 GMT
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Hello,

I've a question.
I'm busy with modding the map C&C_City.mix.
I have made of the ion pedistal in the barracks a teleport.
If you walk over you will be teleported to the roof of the big building. The building where you normal can't come. (the building that's the wall of the base)
On the roof of that building i have make a new pedistal (take the ped under TILE) with the script of the beacon. So if you place there the beacon you will win.
Only i don't see the pedistal.

Please help me.

yours,
ridoyugo

Subject: Re: Items invisible
Posted by mrÃ£Ã§Ä·z   on Wed, 02 Jan 2008 00:06:42 GMT
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You cant use Tiles Serverside! Try it with: Objects->Simple->CTF-Objects->CTFPedestal(nod or gdi)
and add a a Beacon zone wich you find in: Objects->Script Zone->CnC->Beacon

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Subject: Re: Items invisible
Posted by RidoYugo on Wed, 02 Jan 2008 00:23:08 GMT
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Ok thnx now i see it.
But when i place a nuke on a gdi ped, then it won't work.
I have placed a beacon script on the gdi ped, but i don't work.
How do i fix that?

Subject: Re: Items invisible
Posted by Genesis2001 on Wed, 02 Jan 2008 00:58:01 GMT
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MadRockz wrote on Tue, 01 January 2008 17:06You can use Tiles Serverside!

Fixed.

Change the physics model...

~MathK1LL

Subject: Re: Items invisible
Posted by reborn on Wed, 02 Jan 2008 05:20:40 GMT
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RidoYugo wrote on Tue, 01 January 2008 19:23Ok thnx now i see it.
But when i place a nuke on a gdi ped, then it won't work.
I have placed a beacon script on the gdi ped, but i don't work.
How do i fix that?

You don't add the beacon script on the ped, it's a zone script.

Subject: Re: Items invisible
Posted by RidoYugo on Wed, 02 Jan 2008 12:36:14 GMT
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ya i know.
It works now.

Subject: Re: Items invisible
Posted by Dealman on Wed, 02 Jan 2008 17:23:08 GMT
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RidoYugo wrote on Wed, 02 January 2008 13:36ya i know.
It works now.

Sorry for spam, cheers Rido didn't know you were on these forums! How are ya mate, jeez long
time ago!