
Subject: Invinceable buildings
Posted by [Nightma12](#) on Tue, 21 Jul 2009 22:46:39 GMT
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Heya,

Is there a way to make buildings invinceable via objects and .idd files server side WITHOUT screwing up the FDS 'WIN' command? And while still having that buildings functionality? (eg HON to buy chars)

Ive tried setting the skin to blamo - but then that breaks the FDS win command as it cant destroy the buildings

And ive tried moved the buildings controller away fro mthe building but the buildings is still selectable

Subject: Re: Invinceable buildings
Posted by [Good-One-Driver](#) on Tue, 21 Jul 2009 23:49:50 GMT
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Isint that like transparent walls or wall hacks you can do it but you can also shoot threw the building

Subject: Re: Invinceable buildings
Posted by [LeeumDee](#) on Wed, 22 Jul 2009 00:10:34 GMT
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"invincible" not "invisible"

Subject: Re: Invinceable buildings
Posted by [Good-One-Driver](#) on Wed, 22 Jul 2009 00:35:01 GMT
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Ohh LOL He spelt it wrongbi thought he said invisble

Subject: Re: Invinceable buildings
Posted by [YazooGang](#) on Wed, 22 Jul 2009 01:12:57 GMT
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GoodOneDriver wrote on Tue, 21 July 2009 19:35Ohh LOL He spelt it wrongbi thought he said invisble
But you spelled "wrong" wrong. Anyways, dont load the maps .lvl files. Make a new map and

place its terrain. Then place the building controllers out side the bases. They shouldnt touch the building. That will make the building models not function but the building controllers will so you will buy chars and ect and use the win command at them. If you used LevelReEdit or download the maps lvl files, dont use them, it wont work there if you move the controllers, i dont know why tho. Hope this helped.

YAY extended areas in Nazi Zombies lol.

Subject: Re: Invinceable buildings

Posted by [zunnie](#) on Wed, 22 Jul 2009 02:37:19 GMT

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Attach the script z_NoDamageMoneyPoints to it.
Then also attach the script "z_Set_Skin_Created" and set
NewSkinType = CNCStructureHeavy
Remove_Script = NoDamageMoneyPoints
Message = 1000

Send a message 1000 to the building controller when you want to have it destroyed.

Subject: Re: Invinceable buildings

Posted by [Nightma12](#) on Wed, 22 Jul 2009 05:38:18 GMT

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YazooGang wrote on Tue, 21 July 2009 20:12
GoodOneDriver wrote on Tue, 21 July 2009 19:35
Ohh LOL He spelt it wrong
bi thought he said invisible

But you spelled "wrong" wrong. Anyways, dont load the maps .lvl files. Make a new map and place its terrain. Then place the building controllers out side the bases. They shouldnt touch the building. That will make the building models not function but the building controllers will so you will buy chars and ect and use the win command at them. If you used LevelReEdit or download the maps lvl files, dont use them, it wont work there if you move the controllers, i dont know why tho. Hope this helped.

YAY extended areas in Nazi Zombies lol.

I deleted the building controller and placed it again

Thank you *VERY* much !!

I can do canyon now! and remove those damned lasers blocking the bases that make everyone lag ^_^

Subject: Re: Invinceable buildings

Posted by [YazooGang](#) on Wed, 22 Jul 2009 05:40:15 GMT

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zunnie wrote on Tue, 21 July 2009 21:37 Attach the script z_NoDamageMoneyPoints to it.
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Remove_Script = NoDamageMoneyPoints
Message = 1000

Send a message 1000 to the building controller when you want to have it destroyed.
I think this is a better way, i should try this some day.

Subject: Re: Invinceable buildings
Posted by [Nightma12](#) on Wed, 22 Jul 2009 05:53:59 GMT
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requires scripts.dll mod though! im trying to avoid that.. and so far ive done Mutation without a single Scipts.dll edit

its all .Idd, objects and an NR plugin

Subject: Re: Invinceable buildings
Posted by [Gen_Blacky](#) on Wed, 22 Jul 2009 06:00:53 GMT
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zunnie wrote on Tue, 21 July 2009 21:37 Attach the script z_NoDamageMoneyPoints to it.
Then also attach the script "z_Set_Skin_Created" and set
NewSkinType = CNCStructureHeavy
Remove_Script = NoDamageMoneyPoints
Message = 1000

Send a message 1000 to the building controller when you want to have it destroyed.

I like this way more

Subject: Re: Invinceable buildings
Posted by [YazooGang](#) on Wed, 22 Jul 2009 06:17:08 GMT
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Nightma12 wrote on Wed, 22 July 2009 00:53 requires scripts.dll mod though! im trying to avoid that.. and so far ive done Mutation without a single Scipts.dll edit

its all .Idd, objects and an NR plugin
What language is NR? and is it same coding as the ssgm stuff?

Subject: Re: Invincible buildings
Posted by [CarrierII](#) on Fri, 24 Jul 2009 10:13:51 GMT
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NR is coded in Visual Basic.

Subject: Re: Invincible buildings
Posted by [DarkKnight](#) on Mon, 27 Jul 2009 02:36:59 GMT
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Nightma12 wrote on Wed, 22 July 2009 00:53requires scripts.dll mod though! im trying to avoid that.. and so far ive done Mutation without a single Scipts.dll edit

its all .idd, objects and an NR plugin

I'm curious as to what your doing with the maps?

Subject: Re: Invincible buildings
Posted by [Nightma12](#) on Mon, 27 Jul 2009 05:14:05 GMT
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what do u mean?
