Subject: Dependicies
Posted by xSeth2k2x on Sun, 13 Jul 2003 20:47:12 GMT
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is it possible to make dependices on buildings(ie the hand of nod is destroyed...now you cant buy charachter upgrades)?

Subject: Re: Dependicies
Posted by Captkurt on Mon, 14 Jul 2003 03:02:22 GMT
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xSeth2k2xis it possible to make dependices on buildings(ie the hand of nod is destroyed...now you cant buy charachter upgrades)?
That is how it is.

Subject: Dependicies
Posted by xSeth2k2x on Mon, 14 Jul 2003 03:09:35 GMT
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huh??

meant create them

Subject: Dependicies
Posted by mike9292 on Mon, 14 Jul 2003 03:20:16 GMT
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seth when the hand of nod is destroyed u cant buy characters like blackhands and officers u can only buy the 4 main ones

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Subject: Dependicies
Posted by xSeth2k2x on Mon, 14 Jul 2003 16:35:16 GMT
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 i know that

i mean create custom ones

DO U UNDERSTANND??

Subject: Dependicies
Posted by Dishman on Mon, 14 Jul 2003 18:19:19 GMT
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Ohhhhh, I think I know what you're getting at. Kinda like triggering, eh (... but it's dependencies)? Well yah that's more of a technical question, but it's probably done in LevelEdit, under some global settings or something, not my area of expertise

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Subject: Dependicies
Posted by weetbix on Tue, 15 Jul 2003 10:13:24 GMT
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Seth

Dishman is on the right track with the Global Settings (in the preset tree in Commando) then you go to Purchase Settings --> Character Classes (GDI or Nod) you click mod at the bottom then go to settings and if you edit these settings you will alter the advanced character classes controlled by the Barracks\Hand Of Nod so that when they are destroyed you can't purchase your custom infantry

Hope that helps and if not i'll try to help you further

Subject: Dependicies
Posted by xSeth2k2x on Tue, 15 Jul 2003 18:46:57 GMT
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im not trying to do that

what im trying to do is say

add say an inventory building

add a single weapon (make its dependice the inverntory building)

Subject: Dependicies
Posted by YSLMuffins on Tue, 15 Jul 2003 20:24:39 GMT
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He wants to make a special building that, when destroyed, prevents the purchase of a particular preset (infantry character).

Say, a Mutant Lab allows the production of the Nod Mutants?