Subject: Re: Scripts
Posted by neofmat on Wed, 26 Oct 2005 08:05:57 GMT
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When you open LEVELEDIT, you'll see "Presets" Tab on the right hand side. So under presets find "Buildings" then further expand/open you'll get "Refinery". Now you should see two nodes

mp_GDI_Refinery
mp_NOD_Refinery

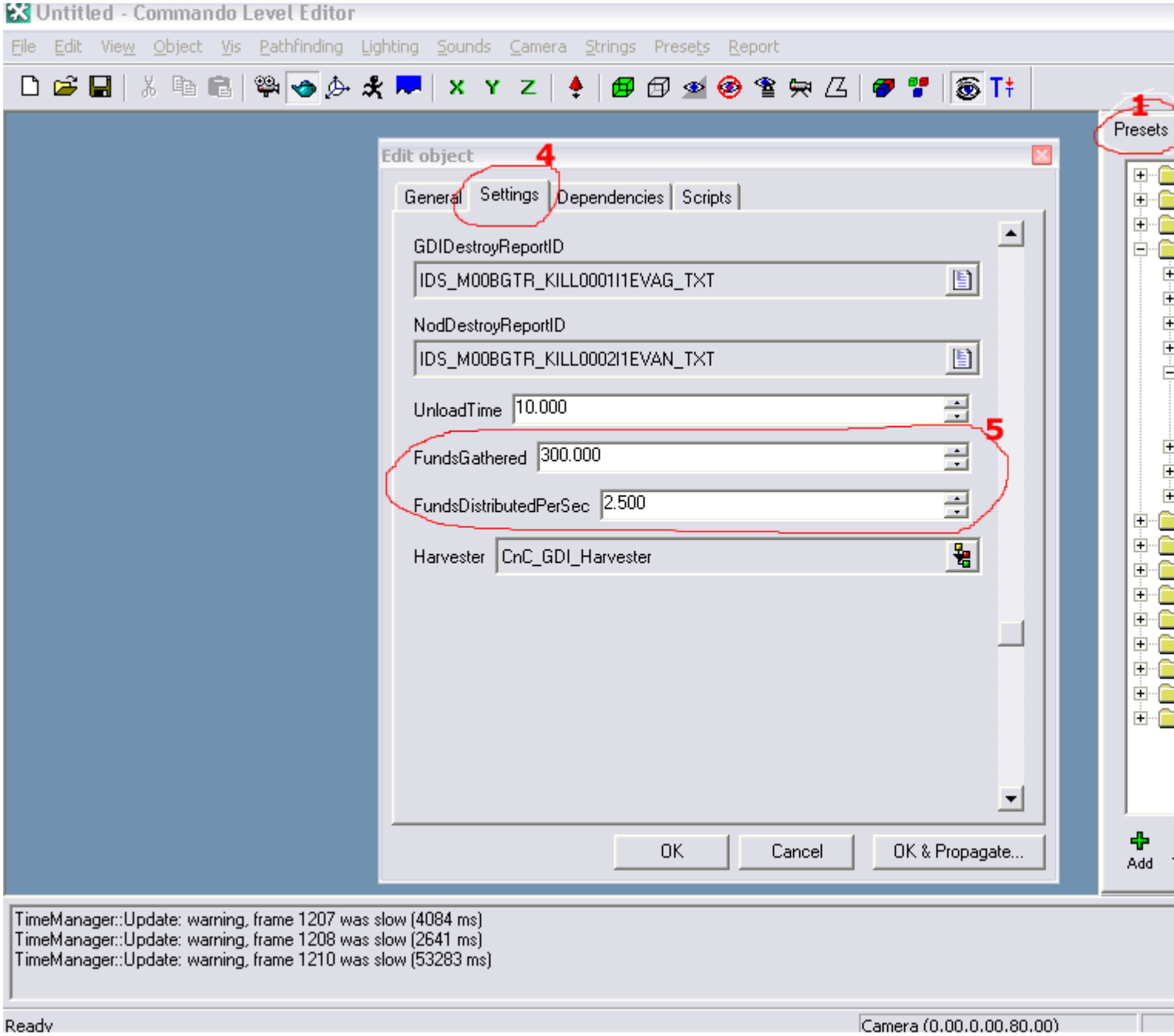
Select one and then click "Mod" at the very bottom. A new screen will pop wid differnt tabs. Select "Settings". Then scroll down to the very last few options. You ll see "Funds Gatherd" and "FundsDistributedPerSec". Those are the options you need to mess around with. Do the same for Nod refinery.

For reference i have included screen shots, have a look at them.

neofmat

File Attachments

1) screen1.gif, downloaded 196 times


Untitled - Commando Level Editor
File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report
1
Presets
Edit object
4
General
Settings
Dependencies
Scripts
GDIDestroyReportID
IDS_M00BGTR_KILL0001I1EVAG_TXT
NodDestroyReportID
IDS_M00BGTR_KILL0002I1EVAN_TXT
UnloadTime
10.000
5
FundsGathered
300.000
FundsDistributedPerSec
2.500
Harvester
CnC_GDI_Harvester
OK
Cancel
OK & Propagate...
Add
TimeManager::Update: warning, frame 1207 was slow (4084 ms)
TimeManager::Update: warning, frame 1208 was slow (2641 ms)
TimeManager::Update: warning, frame 1210 was slow (53283 ms)
Ready
Camera (0.00,0.00,80.00)