

---

Subject: Re: Please Help

Posted by [Sn1per74\\*](#) on Sat, 04 Aug 2007 20:37:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Make the generic Switch...

Then double click the generic switch on the map, so a box appears.

Click the scripts tab. Add JFW\_Character\_Buy\_Poke, and copy and paste the preset name in. In this example I used the player Patch, on GDI.

Fill in the other parameters. The cost (in credits) and the player type, which is the team who can poke it. 1 is GDI, and 0 is Nod. Click OK on the Script Definition window and OK on the edit object window. Your script was added. Go into the game and try it out!

#### File Attachments

1) [Switch.JPG](#), downloaded 709 times

---

# M01 - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



## Edit object

General | Position | Scripts |

Name: Generic\_Switch.100072

Model: DSP\_DOORSWITCH

ID: 100072

Comments:



OK

Cancel

Picked model: DSP\_DOORSWITCH  
Picked model: DSP\_DOORSWITCH  
TimeManager::Update: warning, frame 704 was slow (6659 ms)

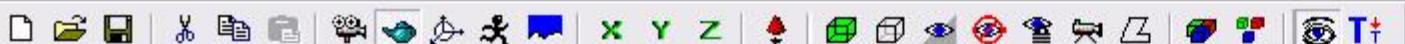
Ready

M01

2) switch2.JPG, downloaded 727 times

# M01 - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



## Edit object

General Position Scripts



Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script

N:

### Script Definition

JF



Use the controls below to select a script type and edit its parameters.

Type: JFW\_Character\_Buy\_Poke

#### Parameter(s)

Name: Preset\_Name

Value: CnC\_GDI\_Grenadier\_2SF

Ok

Cancel

Add...

Modify...

Delete

OK

Cancel



```
TimeManager::Update: warning, frame 707 was slow (61634 ms)
TimeManager::Update: warning, frame 708 was slow (31953 ms)
TimeManager::Update: warning, frame 709 was slow (5946 ms)
```

Ready

M01

3) switch3.JPG, downloaded 717 times

