Subject: Scripting help
Posted by wubwub on Wed, 15 Sep 2010 21:59:05 GMT

I want to attach a script to both tiberium refinery's to edit credit rate.

function OnLevelLoaded(Preset)
Attach_Script(Get_GameObj(What do i put in here??), "JFW_Tiberium_Refinery", "5,01.00")
Attach_Script(Get_GameObj(), "JFW_Tiberium_Refinery", "5,01.00")

end

This is obviously incorrect but what do i put in (Get_Gameobj(What do i put in here?), ??
And i also want to attach a script to GDI and Nod harvester, is it still "Get_GameObj"?

Another thing, the preset for the obby gun (Weapon_obelisk) is not working, nor is the preset for the strong repair gun,

Any help to get those working?