
Subject: End Game Beacon
Posted by [trooprm02](#) on Tue, 26 Dec 2006 23:42:51 GMT
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Hey guys,
I recently made a cool new mod, I call it Crazy8. Anyway, my question is, is there anyway to make a team win by end game beacon ONLY?

Its prob impossible atm, but what would have to be changed in order for this to be possible?

Subject: Re: End Game Beacon
Posted by [jnz](#) on Tue, 26 Dec 2006 23:56:13 GMT
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buildings would have to be indestructable. and the time limit would have to be infinite.

Subject: Re: End Game Beacon
Posted by [Goztow](#) on Wed, 27 Dec 2006 08:37:55 GMT
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srvcfg_cnc.ini -> there's an option to set ped ends game and one to set building destruction wins game. Guess which one of the options u'd have to set off?

Subject: Re: End Game Beacon
Posted by [Cat998](#) on Wed, 27 Dec 2006 09:13:28 GMT
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lol, right gozy

Subject: Re: End Game Beacon
Posted by [trooprm02](#) on Mon, 01 Jan 2007 16:23:34 GMT
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YAy, wow im dumb, I kept thinking like quick hosting, the other would always fade, thanks guys

Subject: Re: End Game Beacon
Posted by [trooprm02](#) on Mon, 01 Jan 2007 18:39:36 GMT
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Nope, didnt work:

<http://img230.imageshack.us/img230/9730/weirdcj1.jpg>

Subject: Re: End Game Beacon
Posted by [Ryu](#) on Mon, 01 Jan 2007 20:12:53 GMT
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trooprm02 wrote on Mon, 01 January 2007 19:39Nope, didnt work:

<http://img230.imageshack.us/img230/9730/weirdcj1.jpg>

Yea, Add a time limit?

If not, Just enable one or the other..

EDIT: Or just edit the maps and delete the Ped zone out of the HON and BAR.

Subject: Re: End Game Beacon
Posted by [Cat998](#) on Mon, 01 Jan 2007 20:50:08 GMT
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trooprm02 wrote on Wed, 27 December 2006 00:42Hey guys,
I recently made a cool new mod, I call it Crazy8. Anyway, my question is, is there anyway to make a team win by end game beacon ONLY?

Its prob impossible atm, but what would have to changed in order for this to be possible?

Alex wrote on Mon, 01 January 2007 21:12trooprm02 wrote on Mon, 01 January 2007 19:39Nope, didnt work:

<http://img230.imageshack.us/img230/9730/weirdcj1.jpg>

Yea, Add a time limit?

If not, Just enable one or the other..

EDIT: Or just edit the maps and delete the Ped zone out of the HON and BAR.

Subject: Re: End Game Beacon

Posted by [trooprm02](#) on Mon, 01 Jan 2007 20:59:55 GMT

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Ya seriously, read it first before posting

Subject: Re: End Game Beacon

Posted by [Ryu](#) on Tue, 02 Jan 2007 01:16:44 GMT

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trooprm02 wrote on Mon, 01 January 2007 12:59Ya seriously, read it first before posting

Negative, what I posted, 2 of them are right and can help you with your dilemma.

You NEED to think more so i don't havta waste my time explaining.

you owe me 30 secs of typing time.

Subject: Re: End Game Beacon

Posted by [trooprm02](#) on Tue, 02 Jan 2007 03:33:08 GMT

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Again, read even cat is telling u the same thing...now do u see where u went wrong?

Subject: Re: End Game Beacon

Posted by [Ryu](#) on Tue, 02 Jan 2007 03:45:35 GMT

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shit you're right, lol

My bad, I just read the topic name not the actual post , I missed your post and carryed on from Gozy's, lol.

Does your map have Ped zones? or any building controlers?

Subject: Re: End Game Beacon

Posted by [trooprm02](#) on Tue, 02 Jan 2007 04:03:11 GMT

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Peds zones, I modded MO3 and the tutorial lvl with added ped area's

Subject: Re: End Game Beacon
Posted by [Ryu](#) on Tue, 02 Jan 2007 04:59:38 GMT
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hmm, Like I said, just add a building controler if it still fails, then idk what! lol

Subject: Re: End Game Beacon
Posted by [EvilWhiteDragon](#) on Tue, 02 Jan 2007 12:38:39 GMT
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Alex wrote on Tue, 02 January 2007 05:59hmm, Like I said, just add a building controler if it still fails, then idk what! lol
Couldnt you leave on building destruction, but make it so that there iether arent any buildingcontrolers, or that are somewhere where they cant be damaged?

Subject: Re: End Game Beacon
Posted by [trooprm02](#) on Tue, 02 Jan 2007 17:02:45 GMT
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Would it be possible to turn on building distruction + ped beacon, but then in SSAOW make the buildings invinsible? Therefore only way to end it would be ped beacon?
