Subject: how can i do these
Posted by NFHAVOC on Sun, 24 Jun 2007 22:37:37 GMT
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how can i do objectives?

when objectives get completed change the teleport locations?

how do i do laser walls and those crate like things that look like a trailer?

how do i get the spawners that spawn in 1 area to stop and others in other places to start
spawning when objectives are completed?

how do i do timers?

how do i do different screnatios on the same map?

Subject: Re: how can i do these
Posted by IronWarrior on Sun, 24 Jun 2007 23:24:56 GMT
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NFHAVOC wrote on Sun, 24 June 2007 17:37how can i do objectives?

when objectives get completed change the teleport locations?

Hmm, change them after what? to?, when?, you need to explain more, be helpful if you told us
more what you are trying to do.

how do i do laser walls and those crate like things that look like a trailer?

Presets > Objects > Simple > Simple_DSAPO_Versions = Simple_Sydney_SandM_Wall

Presets > Objects > Simple = Large_Blockers

how do i get the spawners that spawn in 1 area to stop and others in other places to start
spawning when objectives are completed?

When you want to change the spawners, use JFW_Destroy_Object so it kills the old spawners,
you can add this to a zone or when an object dies or something, I leave the details on how to set
that up to you, but I say this, if a team completes an objective, the objective controller that you
make, sends a message to an daves arrow with the JFW_Destroy_Object script on, soon as that
daves arrow gets that, the old spawners are dead

how do i do timers?

Same as first question, what you trying to do?, most scripts have timers on them.

how do i do different screnatios on the same map?

Hmm, you want to make it so objectives are ramdon so the same map is never the same?

Subject: Re: how can i do these
Posted by NFHAVOC on Sun, 24 Jun 2007 23:42:52 GMT
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also how do i do triggers and for triggers what is some stuff i could do with them

how do i do different scenarios like a a,b,c whatever like at the begining the server picks at random a scenario i made and all the spawners and triggers and whatever thats apart of the scenario happen

and for the timer like if you didnt complete a objective in a certain amout of time something happens and what scripts are the timers