Subject: Beacon Pedestal
Posted by Gen_Blacky on Sat, 08 Sep 2007 23:24:56 GMT
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What scrip do i use to make the beacon pedestal work

when u place a nuke on the pedestal and it destroys all buildings and ends game.

do all i do is make a beacon zone ?

how do i know what team it will destroy ?

Subject: Re: Beacon Pedestal
Posted by R315r4z0r on Sat, 08 Sep 2007 23:30:03 GMT
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This is something I have never understood.

All you do is make the pedestal and than make the pre-made script zone. I think it knows what team places what on where... don't ask me how.. I have no clue.

Subject: Re: Beacon Pedestal
Posted by AoBfrost on Sat, 08 Sep 2007 23:31:35 GMT
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Try looking at maps in level edit that do use peds in other buildings, like "the last stand.mix" it has the ped in the conyard rather than barr/hon

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Subject: Re: Beacon Pedestal
Posted by Gen_Blacky on Sat, 08 Sep 2007 23:38:35 GMT
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It didn't work for me

Subject: Re: Beacon Pedestal
Posted by IronWarrior on Sun, 09 Sep 2007 00:27:25 GMT
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You don't even need to use a pedestal really that is just for "show", all you need is the script zone, put that wherever you want it, place a beacon in it, then it's gameover.

Don't understand what you could be doing for it not to work.

Subject: Re: Beacon Pedestal
Posted by bisen11 on Sun, 09 Sep 2007 04:06:27 GMT
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No... I think there's two seperate GDI and Nod Peds so it knows who can place it to make it end game. But there's 2 kinds as well, one that has health when you look at it (the one you don't use and i don't think works) and the normal one.

Subject: Re: Beacon Pedestal
Posted by Sn1per74* on Sun, 09 Sep 2007 04:28:14 GMT
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I think it works by what building is the closest. If the NOD building controller is closer than the GDI one, it will be NOD's pedestal and vice versa.

Subject: Re: Beacon Pedestal
Posted by Gen_Blacky on Sun, 09 Sep 2007 05:01:21 GMT
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I still don't know why it wont work. I don't think I'm doing any thing wrong but maybe I am. All you need is the beacon script zone right ?

Object>script zone>cnc>Beacon right ? ....

I think it works because of the player that sets the beacon. If GDI then GDI Beacon so kills NOD and if NOD player NOD Beacon and kills GDI

The Player type of the beacon in the zone determines what teams buildings to kill but then i guess that wouldn't make sense. If u placed a beacon on the ped on gdi base and u where on gdi it would kill Nod from GDI base .....

Maybe it has to do with Building controllers who knows

Subject: Re: Beacon Pedestal
Posted by Veyrdite on Sun, 09 Sep 2007 05:10:42 GMT
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Sn1per74* wrote on Sun, 09 September 2007 14:28I think it works by what building is the closest. If the NOD building controller is closer than the GDI one, it will be NOD's pedestal and vice versa. Wonder what'l happen if they are exactly the same distance apart. Probably go with NOD.

Subject: Re: Beacon Pedestal
Posted by R315r4z0r on Sun, 09 Sep 2007 05:25:13 GMT
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I think I know your problem.

Does your map have any structures on it? And if so, are their building controllers in?

The beacon pedestal works by destroying all enemy structures, not by simply ending the game. Therefore, if there aren't any enemy structures to destroy, the pedestal won't work.

Subject: Re: Beacon Pedestal
Posted by Gen_Blacky on Sun, 09 Sep 2007 05:47:51 GMT
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yes it does. The hand and Barracks one works but not the ones i put in ....

Subject: Re: Beacon Pedestal
Posted by R315r4z0r on Sun, 09 Sep 2007 05:56:00 GMT
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You are putting the script zone on the pedestal right? Not just making the pedestal and then testing it.

Subject: Re: Beacon Pedestal
Posted by Gen_Blacky on Sun, 09 Sep 2007 06:13:35 GMT
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yes ....

if someone ahs time test and see if it works 4 u

Subject: Re: Beacon Pedestal
Posted by Gen_Blacky on Sun, 09 Sep 2007 06:35:35 GMT
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I got it to work it does need the pedestal to work i used dsp_CnC_Beacon_Zone and put the script zone on it. hence Beacon in the name.

Subject: Re: Beacon Pedestal
Posted by Titan1x77 on Sun, 09 Sep 2007 06:57:38 GMT
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it works off the nearest controller, also...if there is none or they are same distance apart or to far away, then it can be beaconed by either team for a win.

Had this problem about 4 years ago with tiberium pit 1 my 1st map

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Subject: Re: Beacon Pedestal
Posted by Sn1per74* on Sun, 09 Sep 2007 16:37:34 GMT
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Titan1x77 wrote on Sun, 09 September 2007 01:57it works off the nearest controller, also...if there is none or they are same distance apart or to far away, then it can be beaconed by either team for a win.

Had this problem about 4 years ago with tiberium pit 1 my 1st map
I was right!

Subject: Re: Beacon Pedestal
Posted by Jerad2142 on Mon, 10 Sep 2007 12:49:28 GMT
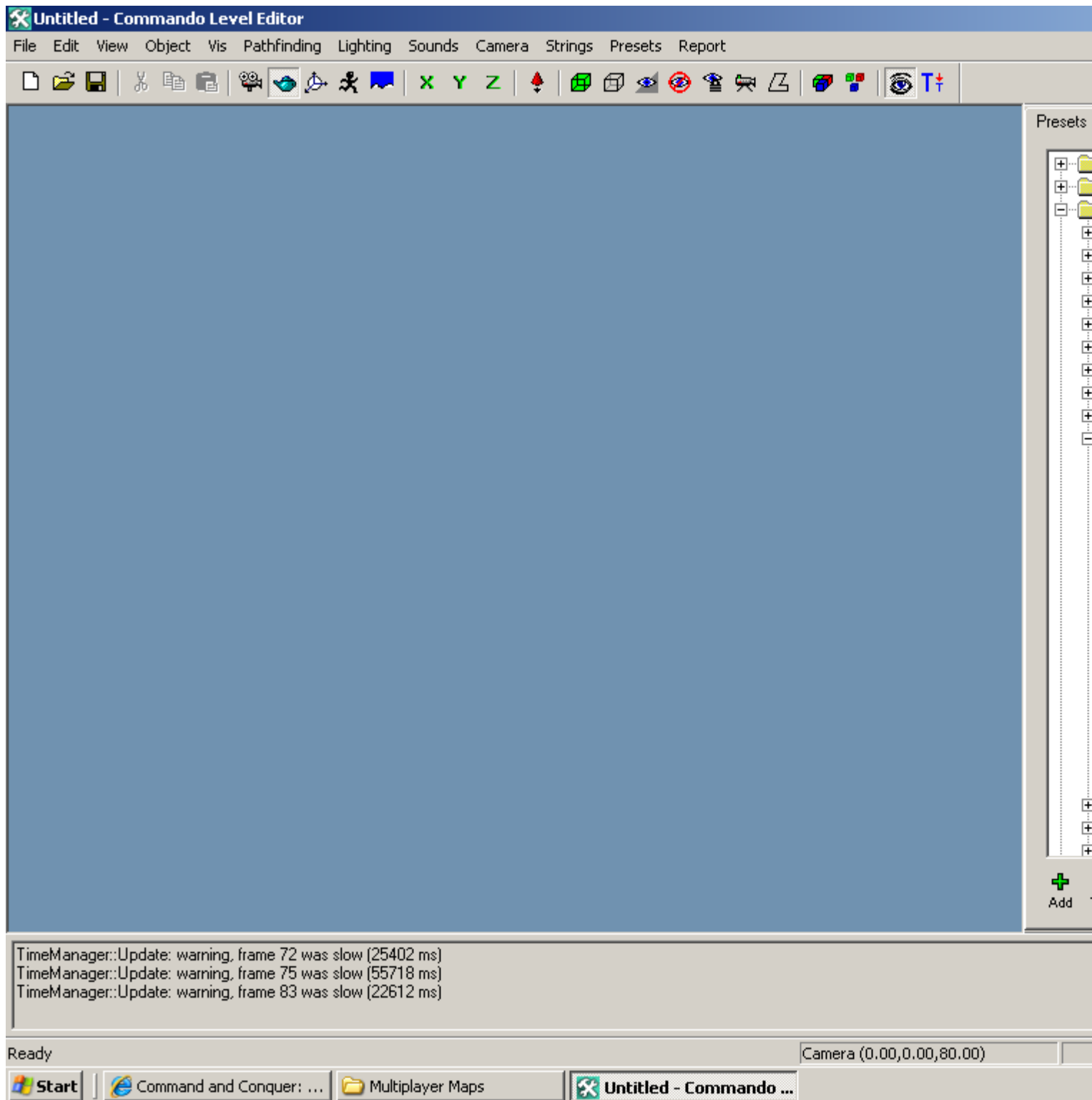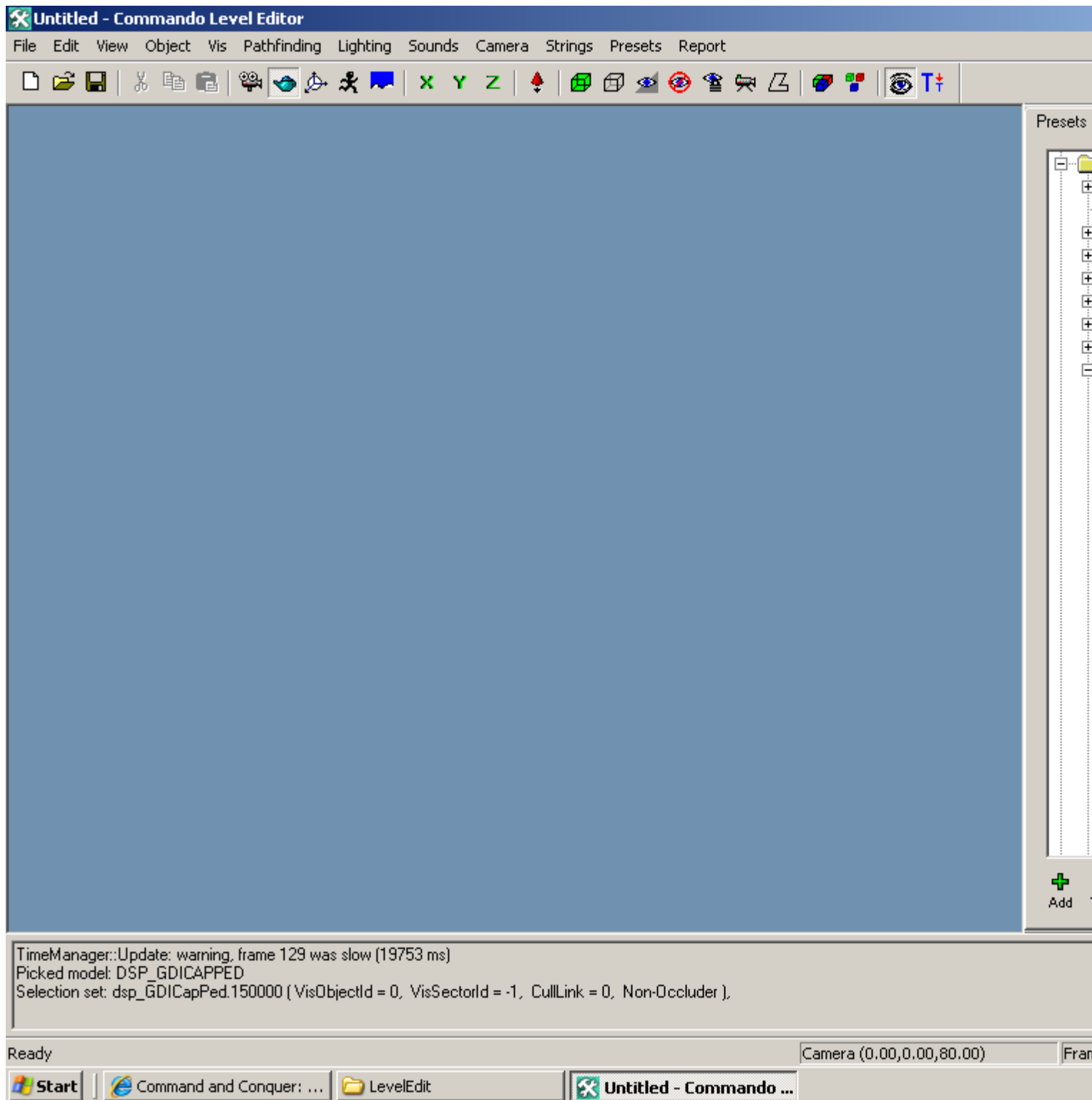View Forum Message <> Reply to Message

The beacon zone:

GDI pedestal (gold):

Nod pedestal (black/red):

File Attachments
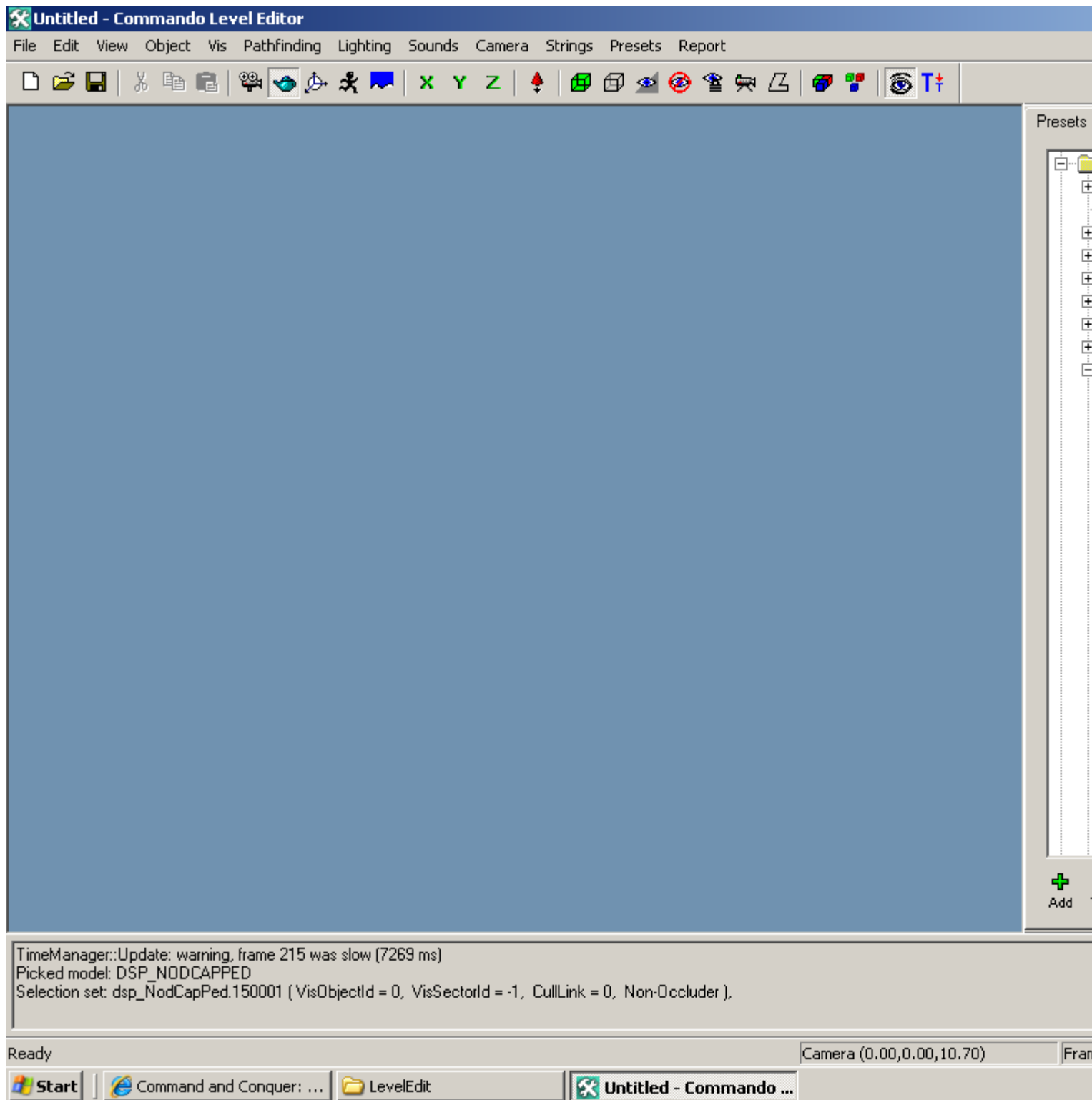1) beacon zone name.png, downloaded 393 times

TimeManager::Update: warning, frame 72 was slow (25402 ms)
TimeManager::Update: warning, frame 75 was slow (55718 ms)
TimeManager::Update: warning, frame 83 was slow (22612 ms)

2) GDI Ped.png, downloaded 392 times

3) Nod ped.png, downloaded 388 times

TimeManager::Update: warning, frame 215 was slow (7269 ms)
Picked model: DSP_NODCAPPED
Selection set: dsp_NodCapPed.150001 (VisObjectId = 0, VisSectorId = -1, CullLink = 0, Non-Occluder),

Subject: Re: Beacon Pedestal
Posted by SWNight on Mon, 10 Sep 2007 17:02:59 GMT
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IT DOESNT MATTER WHAT THE BEACON ZONE IS ON!