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Subject: My Script 2.0 contributions

Posted by [TheKGBspy](#) on Mon, 04 Oct 2004 03:09:29 GMT

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ok first: do i need to "Fire" to deploy? yes it use the same old logic.. until there is an easy way to detect keypress then do Action X wich will deploy the vehicle.

Nightcrawler the pkg u got was a very old version.. dont mind anymore about it since now. the player dont get auto kicked anymore.

and yes u need to exit the vehicle... or else i wouldnt need to ask people to exit the vehicle in order to deploy it. until there is a way to change an objet physic in real time (wich i doubt is possible) or send the driver ID to the new vehicle (sort of driver transfer) then it will work that way. when scripts 2.0 will be released i will modify it so it does work like i did (actualy test new possible way)

btw thank for all your comments

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