
Subject: Re: Proper scripts

Posted by [htmlgod](#) on Tue, 11 Apr 2006 14:07:58 GMT

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Make sure that you apply the script to a mesh with proper collision settings, which is in the map and is either a tile or a vehicle in your presets library.. Vehicles work best, but if it is meant to be stationary, like a PT, just give it Phys3 physics type and Blamo skin. Then, when you try to buy your character, make sure you're near to the 'vehicle,' and targeting it with your weapon. This is the only way that the poke script will work. I haven't used that particular script, so I can't say from personal experience that it works, but I've used a similar script, JFW_Buy_Powerup_On_Poke (Or something like that), with very little trouble.
