
Subject: Small script Q

Posted by [Kamuix](#) on Tue, 27 Jun 2006 00:52:22 GMT

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For this line of code, how do I match up the spawning properties with the spawning code.

Thanks for any help!

File Attachments

1) [S1.JPG](#), downloaded 229 times

```
Commands->Disable_Physical_Collisions(Commands->Create_Object("GDI_Gunboat",Pos));  
Pos.Z += 35;  
Commands->Disable_Physical_Collisions(Commands->Create_Object("GDI_Ceiling_Gun_AGT",Pos));  
Pos.Z += 15;  
Pos.Y += 0;
```
