Subject: Re: respawn when repaired
Posted by danpaul88 on Tue, 05 Sep 2006 11:11:36 GMT
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; ************************ [Script Name] TFX_Replace_When_Repaired

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 [Description]

 - Creates an object at the position where another object has been repaired to 100% health &
armor, and destroys the repaired object. This is useful if you want to drop a player vehicle where a
destroyed one has been repaired.

 [Parameters]

 - PresetName (The preset that will be created)

 - DropHeight (The height above the repaired object where the new one will be created)

 - SameFacing (If "1" the dropped object will have the same facing as the repaired one)

 - HealthPercent (The dropped object will have the given percentage of its maximum health)

 - ArmorPercent (The dropped object will have the given percentage of its maximum armor)

 [NOTES]

 - NONE

From the readme file that comes with scripts.dll, readme12.txt I think, or it could be 13, cant
remember. Anyway, this should help you to use it.

Remember: PresetName is the preset name of the SAM site model which is NOT destroyed.
Attach this to the preset of the destroyed SAM site model.