Subject: Re: I am looking for advice/help with a Naval Transport script
Posted by Jerad2142 on Wed, 18 Oct 2006 13:39:49 GMT
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If you were to set it up like your "JFW_CarryAll" script, maybe you could set it up so that it would be where you were aiming the targeting reticle, would be where they would be dropped off (This could be easily done by attaching a invisible turret to the transport, a bone would be attached to the muzzlea0 bone [sightly higher than the muzzlea0 bone] the when you right clicked it would place the vehicle at this bone therefor the driver would be in charge of where the vehicle is dropped off).

Well thats the way I did it in one of my Mods, the transport had 5 seats (for people) and I used your "JFW_CarryAll" script so that it could carry a vehicle (the only problem at the time was that I wanted it to carry more than one vehicle and I could not see the script working for picking up more than one vehicle [and even if it did when you right clicked you would dump off all the vehicles in the same spot and that would be no good]).

An IdeaDo you think it would be possible in a future scripts version, to make a timer that was like "JFW_Timer_Custom_On_Off" but when ever it was sent the "on" custom it would reset the timer count and would not send a custom till the timer hit zero (so if it had a time amount of 60 seconds, and it kept receiving "on" customs every 10 seconds it would not send the custom until the final "on" custom was send, and then it counted down the remaining 60 seconds (60 left obviously because every time it received the "on" custom it reset).