
Subject: Possible to purchase turrets..

Posted by [\[REHT\]Spirit](#) on Mon, 16 Jun 2003 18:16:29 GMT

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Titan1x77[REHTSpirit]If by exact location, you mean buy it and it appears there, make a daves arrow preset, set the vehicle button to the daves arrow, and make the daves arrow use a text cinematic that'll spawn it at the given co-ords.

If you mean buy a beacon and deploy it type of thing, just a powerup or something for a beacon and attach a test cinematic to the beacon preset or something.

ACK, one tiny question.....if it sucked.....why did people bug him to continue it or his other mods when he said he was done? Just a question.

Let's say i just want to use the spawner creation effect...i just make the spawn preset...and tell daves arrow to point to that ?

Text scripts, as far as I know, cant spawn spawners.

Sooo.....ummm.....no clue there, lol.

Now you could have a custom script enable the spawner when the daves arrow is made.
