
Subject: Re: Spawn_Scriptzone?

Posted by [Jerad2142](#) on Thu, 19 Apr 2007 14:07:31 GMT

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Okay what you will have to do is use "JFW_Attach_Script_On_Custom" and "JFW_Remove_Script_On_Custom" on the script zone, when the player spawns send a custom to the script zone (which has the attach and remove scripts applied). When this custom is received the script will be attached, and once the beacon or what ever is place the script will be removed. Any questions just ask.
