Subject: Re: Spawn_Scriptzone?
Posted by BlueThen on Thu, 19 Apr 2007 21:14:35 GMT

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Neku wrote on Thu, 19 April 2007 16:09bluethen wrote on Thu, 19 April 2007 21:33I made a few beacon spawners, (Using the TFX_Replace_When_Repaire way, if any of you know) and I've been trying forever to figure out how to spawn a script. Whenever I do spawn a script, or a david's arrow, ren crashes. I usually want the script to send the player into the sky and other stuff of such.
Yeah I know the script - I wrote it

You cannot use Create_Object to create anything without physics (e.g. spawners) - it will crash the game.

My mod allows creation of spawners with Create_Object btw

Are you trying to create a dummy object for attaching scripts to it?
I just want to add a mere script zone spawner with beacons. Maybe I can have it spawn a ped that has the script zone attached. Is that possible? How?