Subject: Re: Spawn_Scriptzone?
Posted by BlueThen on Fri, 20 Apr 2007 01:16:27 GMT

zunnie wrote on Thu, 19 April 2007 20:11bluethen wrote on Thu, 19 April 2007 17:14Neku 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?

So you want a scriptZONE that:

- Will create a beacon powerup at a specific location
- When that beacon powerup is picked up you want the beacon powerup to re-appear in x ammount of seconds?

No. Just the opposite.
Edit:holmesQuite the contrary, my dear watson. I want the beacon to spawn the script zone, and for the script zone to die down in maybe one second and never come back. I already know how to get a beacon to spawn simple objects like airplanes and stuff.