
Subject: Re: All the Mission Scripts

Posted by [Sn1per74*](#) on Sat, 23 Jun 2007 16:57:33 GMT

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Canadacdn wrote on Fri, 22 June 2007 11:45Wow, thanks to a glitch in a certain vehicle in Roleplay 2, I discovered a way to let vehicles have more than one weapon!

Attach the script M00_GrantPowerup_Created to the vehicle and give it a weapon. Now you can switch between the vehicle weapon and the weapon you gave it with the number keys. Weird, huh?

Yep, I made a drop mod for that a few years back. It's for the recon bike. Heres the file...

<http://www.renegadezone.com/download.asp?FileId=931>

And about the .lvl things if you just load the terrain from LE the doors don't work. So you have to open the .lvl and delete all the spawn points.
