
Subject: Re: 2 More Codes Needed
Posted by [Rev](#) on Sat, 30 Jun 2007 07:04:06 GMT
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To make a vehicle come from the wf/air:
Create_Vehicle(preset,0.0f,object,1);

preset = the vehicle.
0.0f = how long to wait.
object = who bought the vehicle.
1 = which team the person is on.

To change a person into another char:
Change_Character(object,preset)

object = who bought it.
preset = what they will be turned into.

There might be other ways of doing this but i don't know them. If this is not what you are looking for then sorry for taking your time.
