Subject: Re: Making A New Crate
Posted by a100 on Mon, 09 Jul 2007 16:56:27 GMT
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That shouldnt be hard to do as all you would need to do is get the position of the player then add 100 to his current Z, but doesnt work with tunnel crates

// What ever crate selection code goes here

// The main death code
Vector3 pos = Commands->Get_Position(sender);
pos.Z += 100;
Commands -> Set_Position(sender,pos);

As for joel, I thought enabling stealth on vehicles didnt work? :\