Subject: Re: Spectate yo
Posted by BlueThen on Mon, 06 Aug 2007 19:11:38 GMT

Reborn wrote on Mon, 06 August 2007 14:07Commands->Set_Model(obj,"null");
Commands->Set_Is_Visible(obj,false);
Commands->Clear_Weapons(obj);
Commands->Set_Shield_Type(obj,"blamo");
Commands->Attach_Script(obj,"jfw_flying_infantry","");

Commands->Attach_Script(obj,"jfw_Disable_Physical_Collision","");

am I right?!