Subject: Chinook Troop Drop
Posted by Burn on Tue, 14 Aug 2007 03:23:00 GMT

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I know I did this before but I completely forgot how to. It's really simple and it's been done before. I referenced back to http://renhelp.laeubi-soft.de/index.php?tut=21 and it helped a little bit but I still need to know a couple things...

I'd like to have a mounted speaker phone that the player can run up to and poke, causing it to drop reinforcements. The only problem is last time I did this they could do it repeatidely- I'd like to limit them to using it once every 2 minutes, let's say. I understand that I have to attach a script to the DSAPO object but I don't really know how, there's no script tab when I click on it. I also know I have to use some variation of JFW_Poke_Send_Custom_Cost and JFW_Play_cinematic_Custom.

Does anyone mind taking the time to explain to me how to do this, or link me to a previous topic that I missed in the search engine?

Thanks again!