
Subject: Re: ion storm effect function

Posted by [Genesis2001](#) on Wed, 06 Feb 2008 18:26:38 GMT

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When the player picks up the crate, use Commands->Get_Postion(obj) on the player to get the player's position. Then Commands->Create_Object("invisible_object", <player's position>) then attach the script to that object. ^^

~Zack
