Subject: Re: What happen to this one on renhelp
Posted by _SSnipe_ on Sun, 18 May 2008 21:42:19 GMT

madrackz wrote on Sun, 18 May 2008 14:32He placed around the APC a Script Zone, when GDI enters the Zone the APC Plays the APC Cinematic (theres one)
naw its not it im know for a fact its a script onto the apc form amission map i bealive.....not a zone one..but id really like to see that one

but heres some bot questions

1)when u add a veh to a spawner and place it in map....and lets say you want to add a base defense or hunt the player script to attach...do you attach it to the preset of the tank or place the spawner in map and add the script to the tank ON the map

aka do u add the script to the spawner? the tank? or the tank AFTER placing it on the map? so each time it spawns will still have that script to attack

2)if i place a spawner on a map lets say an arty with no scripts attached to it;s preset and lets say i add about 5 of the same spawn BUT click on each arty and attach a diffrenet script...like john wils base defense or cpu neo not one and hunt the player and etc when they die wil THAT spanwer keep the script i attached?