Subject: Scripting question...NAVAL vehicles
Posted by rrutk on Mon, 26 Jan 2009 02:34:55 GMT

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2 scripting questions...

1) Is it possible, to have scripted blockers to set in LE (or RenX), which block only NAVAL vehicles set up through "Expanded Vehicle Factory set of scripts by Matt Bailey 'Whitedragon'" ???

Goal would be, that ships CAN NOT drive from sea to land, but for instance tanks, which are transported via a hovercraft, CAN move from sea to land.

2) Concerning the mentioned Expanded Vehicle Factory set of scripts by Matt Bailey "Whitedragon":

I added a preset and set it up in the script parameters as a naval vehicle, but its still delivered through airstrip. The parameter string, which determines the naval vehicles, seems not to be updated????????????

File Attachments
1) pers_hover.jpg, downloaded 716 times