Subject: Vehicle Fuel script
Posted by OrcaPilot26 on Sat, 23 Aug 2003 18:08:21 GMT

arrrghhh , I still can't get it to "refuel", I've attached about 15 scripts to the vehicle that set off explosions at different times, the refuel message (11) is all the same for the scripts

I attached the GTH_Zone_Send_Custom to the zone and set the enter message to 11, the parameter to 1, the exit message to 0 and the other parameter to 0.