
Subject: Re: Vehicle Poke Help

Posted by [Distrbd21](#) on Tue, 12 Apr 2011 21:44:32 GMT

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1. you need to calm your ass down and i will show you that you can with a daves arrow.
2. don't get pissed at me because every time someone needs help with a script y'all just give them some fucked up way of doing it so they give up.
3. I'm uploading a video proving that it does work.

I will finish the video l8r here is a part of it.

<http://www.youtube.com/watch?v=ssxYVgarGXw>

File Attachments

1) [1.JPG](#), downloaded 179 times



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Edit object

General Position Scripts

Position

X: 784.420 Y: 899.180 Z: 24.837

Rotation

X: 0.000 Y: 0.000 Z: -31.681

Restrict rotation to Z90

OK Cancel

Picked model: O_DAVESARROW
Selection set: Daves Arrow.100526 (VisObjectId = 7469,)
Picked model: O_DAVESARROW

2) [2.JPG](#), downloaded 167 times



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Edit object

General | Position | Scripts

Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script Definition

Use the controls below to select a script type and edit its parameters.

Type: JFW_Preset_Buy_Poke

Parameter(s)

Name: location

Value: X: 784.42 Y: 898.43 Z: 24.960

Ok Cancel

Add... Modify... Delete

OK Cancel

Picked model: DSP_MINICONSEL
 Selection set: PBGMRLS.100524 (VisObjectId = 7469,)
 Picked model: DSP_MINICONSEL

3) [3.JPG](#), downloaded 175 times



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Selection set: Daves Arrow.100526 (VisObjectId = 7469,).
Picked model: DSP_MINICONSEL
Selection set: Daves Arrow.100526, PBGMRLS.100524,