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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>

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### File Attachments

1) [1.JPG](#), downloaded 630 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 600 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

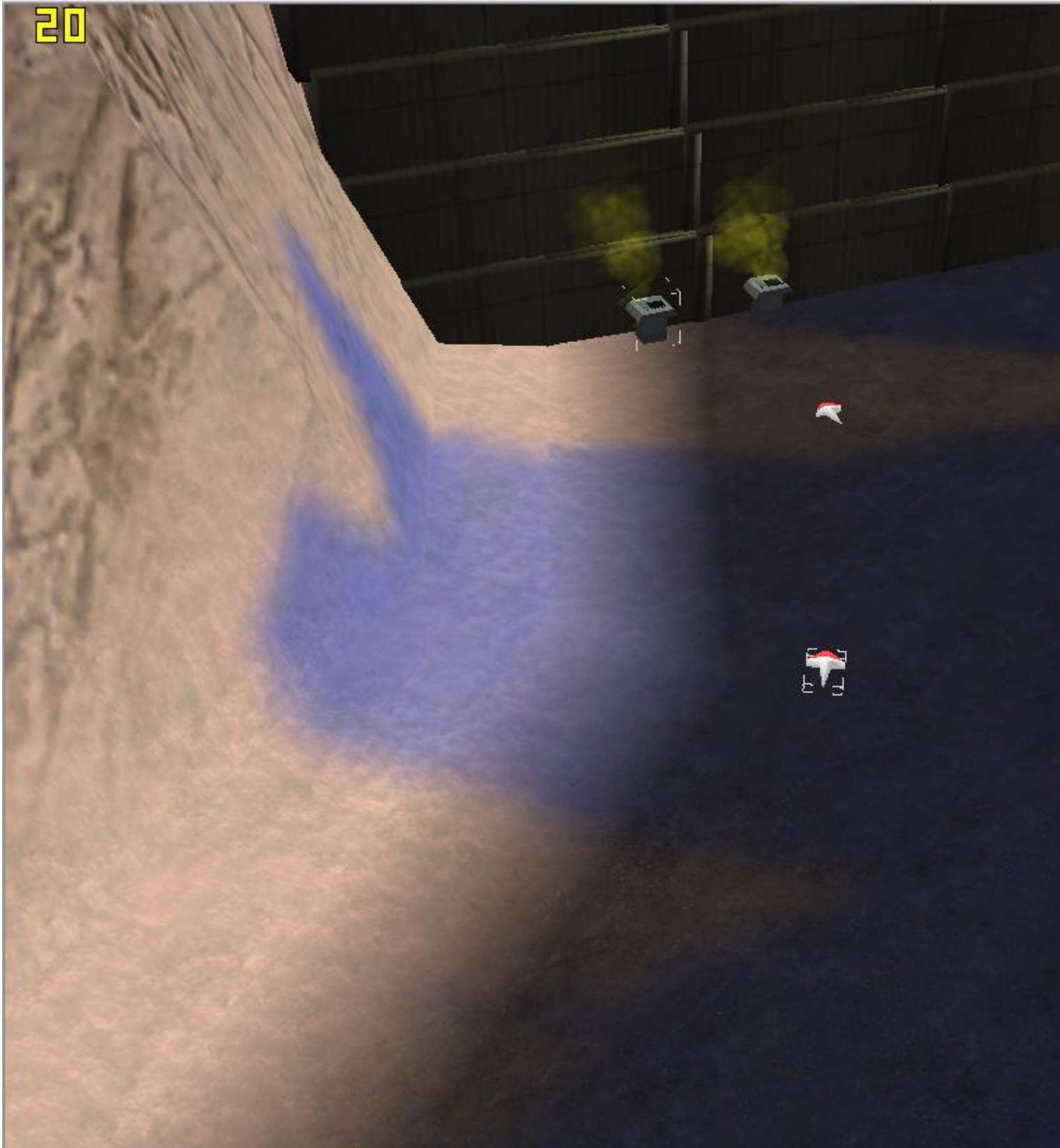
OK Cancel

Picked model: DSP\_MINICONSEL  
Selection set: PBGMRLS.100524 ( VisObjectId = 7469, )  
Picked model: DSP\_MINICONSEL

3) [3.JPG](#), downloaded 621 times



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