Subject: Co-op Spawn vehicles through command
Posted by WNxKenny on Fri, 18 Jan 2013 21:22:56 GMT
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Hi there. I was wondering if anybody could help me? How would i make a vehicle spawn as neutral when using the purchase commands such as "!buggy"? The problem is base defenses attack them when they are entered and display the stolen vehicle messages. Would i have to edit the objects file so all vehicles that are purchased are neutral or tinker around with the base defenses, or is there some script that needs attaching to the 'Purchase_item' to either make it neutral or re-team it to the team of the player ? I'm not sure where to go with this, not the brightest at all this stuff. All help is much appreciated. Thanks in advance!

Apologies, got it sorted, this can be deleted, thanks anyway