Subject: Re: Listing of the scripts I've made
Posted by Titan1x77 on Sat, 14 Sep 2013 06:23:54 GMT
View Forum Message <> Reply to Message

I have to allow time for the solider to enter, So i used Attach_Script_Custom, and gave that the powerup_create... which I think is working, but it's still not teleporting the vehicle. This way it's not teleporting it as it spawns, it sends a message of 1000000028 when I enter and then it apply the powerup.

I created a spawner with the POW with ur teleport script on and when I run over to it, it will teleport the infantry, but the vehicle won't teleport.

I set both inf and veh to 1, I tried inf=0 and veh=1, and that didn't teleport either on pickup.

I'm thinking teleporting vehicles has something to do with check stars or something like on a zone? I know the grant armor or weapon gets applied to the soldier not the vehicle when picking it up in a vehicle... hmm

Thanks for looking into this, Ive decided im not spending 2 days in a row on such a small part of the mod... although I though this might be really cool if you drop from 300m out and were able to glide it to where u want the pod to land. I'll post a video of it sometime with all the other things Ive done so far.