
Subject: scripts.dll stuff

Posted by [Deactivated](#) on Thu, 15 Jan 2004 19:24:15 GMT

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[REHTSpirit]

1. Reborn's deploy and burrow scripts don't actually detect when you fire. They essentially pray you set it up so that, as said in the read-me, you set secondary or primary fire to make a projectile that somehow collides with the vehicle. You should be able to set the amount of damage actually done to 0, the bullet just needs to hit the vehicle or make an explosion.

Extra: For other futuristic mods, you can use this as an advantage for SFX (make a transparent chamber in the vehicle, and make it so that when the guy deploys, you can make a projectile with the model of something and make it appear in the chamber, so it should hit the vehicle by hitting some vehicle part inside....looks like it's actually doing something! *shrugs*).

[/u]

Sounds like it can't be used for a missile launcher platform.
