Subject: JFW_Follow_waypath - possible to delay?
Posted by TnTANDY on Tue, 04 May 2004 06:05:51 GMT
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bigwig992You could try spawning the vehicle through a cinematic and do this:

-0 Create_Object, 0, "spawnbones", 0, 0, 0, 0 (or whatever)
-0 Create_Real_Object, 1, "GDI_Humvee", 0, "box01" (or whatever)
-600 Attach_Script, 1, "JFW_Follow_WayPath", "145465465", "1.00" (or whatever)

-1000 Destroy_Object, 0

Not that this isn't a good idea, just I have no idea how to do cinematics
Thx for taking your time to put your idea forward