
Subject: JFW_Follow_waypath - possible to delay?
Posted by [TnTANDY](#) on Mon, 03 May 2004 23:31:46 GMT
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Is it possible to have the JFW_Follow_waypath script delay a short while instead of the vehicle following the waypath almost instantly at the beginning of a map??
Is there a solution to this?

Thanks.

Andy

Subject: JFW_Follow_waypath - possible to delay?
Posted by [bigwig992](#) on Tue, 04 May 2004 00:12:58 GMT
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You 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
```

Subject: JFW_Follow_waypath - possible to delay?
Posted by [icedog90](#) on Tue, 04 May 2004 00:32:34 GMT
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Why would you want to delay it?

Subject: JFW_Follow_waypath - possible to delay?
Posted by [jonwil](#) on Tue, 04 May 2004 00:39:06 GMT
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What you can do is use the new script SCUD_Custom_Follow_Waypath from 1.7 plus JFW_Timer_Custom to send the custom after whatever delay you want.

Subject: JFW_Follow_waypath - possible to delay?
Posted by [TnTANDY](#) on Tue, 04 May 2004 06:03:10 GMT
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icedog90Why would you want to delay it?

Racing Conversion.

jonwilWhat you can do is use the new script SCUD_Custom_Follow_Waypath from 1.7 plus JFW_Timer_Custom to send the custom after whatever delay you want.

I think I will wait, sounds simpler

When will 1.7 be ready for downloading

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
