Subject: Dave's Arrows
Posted by bisen11 on Fri, 31 Dec 2004 17:32:33 GMT
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How exactly do you get those to work. Spacefically the Chinook Drop off ones.

Subject: Dave's Arrows
Posted by zunnie on Fri, 31 Dec 2004 23:12:05 GMT
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Quote:
[15-12|14:40] <Laeubi> you make a daves_arrow and attach 'Play_sound_on_custom'
[15-12|14:40] <Laeubi> chosse a custom that is not used: e.g. 444444
[15-12|14:41] <Laeubi> then attach the skript 'Send_Custom_on_death' (for example)
[15-12|14:41] <Laeubi> thsi needs the ID of the Daves_Arrow and the choosen Custom 444444
[15-12|14:41] <Laeubi> everytime it dies, it sends a custom to the arrow and executes whatever script is attached to it.

Subject: Dave's Arrows
Posted by bisen11 on Sat, 01 Jan 2005 19:10:15 GMT
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I think i get most of that but what dies and how do you kill it?