Subject: Help with chinook drop
Posted by bisen11 on Sat, 21 May 2005 00:26:28 GMT
View Forum Message <> Reply to Message

I have all the necessary info about the drop in a .txt file in my level folder. I tested it in a c130drop so i know it works.

I Attach JFW_Timer_Play_Cinematic to a Dave's arrow. I put time at 60, timenum at 50, repeat at 1 (i also tried -1), the script name at gdidrop.txt because i name the text file in the level folder gdidrop, i left all the location and facing at 0 cuz i figure it should come to the dave's arrow.

What am i doing wrong with this?

EDIT: Ok i figured it out. It was that stupid leveledit_dev. It kept deleting my .txt files for the drop so it wouldnt work. But its fine now