
Subject: Ok, how do you detect.....

Posted by [Anonymous](#) on Tue, 17 Dec 2002 09:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

.....when GDI buys a vehicle, yet still keep the mod server-side? I know it's possible as it's been done before (loooooong ago, I never got to see the script). Basicly, I want to run a cinematic script when GDI buys any vehicle.

Subject: Ok, how do you detect.....

Posted by [Anonymous](#) on Tue, 17 Dec 2002 15:51:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by NameHunter:.....when GDI buys a vehicle, yet still keep the mod server-side? I know it's possible as it's been done before (loooooong ago, I never got to see the script). Basicly, I want to run a cinematic script when GDI buys any vehicle.Hmmmm.....Russell is using the Hovercraft creation script based on the GDI Weapons Factory vehicle construction animation, but afterwards we found a Game_Start script which would work a LOT better.You can get on MSN and speak to him (You got MSN yet?).

Subject: Ok, how do you detect.....

Posted by [Anonymous](#) on Tue, 17 Dec 2002 20:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmm... I was looking into that, and I found that the GDI weapons factory doesn't have a script on it.. You would have to find some other way of doing it...
