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Subject: Proper scripts

Posted by [ghost](#) on Mon, 10 Apr 2006 23:56:37 GMT

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Which I was trying to make it so when you push "E" on the key switch that you purchase a SBH.

But which script will it be??

Also i was making a telepoter to go from inside the airstrip to the top but the script i was using wont work. Any ideas?

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Subject: Re: Proper scripts

Posted by [JeepRubi](#) on Tue, 11 Apr 2006 02:03:39 GMT

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For the teleprt, use the JFW\_teleport or something close to that. If you are using this script, ty one of the other telepoter scripts. If it still doesnt work make sure you have scripts and scripts2 in youre renegade folder or folow the teleporter tutorial at renhelp.

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Subject: Re: Proper scripts

Posted by [theplague](#) on Tue, 11 Apr 2006 02:27:40 GMT

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you want a "\_On\_Poke" attached to the buying thinggy... if there isn't a buy\_on\_poke or soemthing like that, you may have to make it yourself

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Subject: Re: Proper scripts

Posted by [ghost](#) on Tue, 11 Apr 2006 04:25:03 GMT

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theplague wrote on Mon, 10 April 2006 19:27you want a "\_On\_Poke" attached to the buying thinggy... if there isn't a buy\_on\_poke or soemthing like that, you may have to make it yourself

I found: JFK\_Charcter\_Buy\_Poke

These are the options and what i put for them

Preset\_name - Mutant\_3Boss\_Raveshaw

Cost - 1000

Player\_Type - 0

Abd it didnt work

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Subject: Re: Proper scripts  
Posted by [JeepRubi](#) on Tue, 11 Apr 2006 12:08:32 GMT  
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Do you have the scripts in your renegade folder? If not it would answer all your problems.

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Subject: Re: Proper scripts  
Posted by [htmlgod](#) on Tue, 11 Apr 2006 14:07:58 GMT  
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Make sure that you apply the script to a mesh with proper collision settings, which is in the map and is either a tile or a vehicle in your presets library.. Vehicles work best, but if it is meant to be stationary, like a PT, just give it Phys3 physics type and Blamo skin. Then, when you try to buy your character, make sure you're near to the 'vehicle,' and targeting it with your weapon. This is the only way that the poke script will work. I haven't used that particular script, so I can't say from personal experience that it works, but I've used a similar script, JFW\_Buy\_Powerup\_On\_Poke (Or something like that), with very little trouble.

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Subject: Re: Proper scripts  
Posted by [ghost](#) on Tue, 11 Apr 2006 17:53:45 GMT  
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Yeah they are in my renegade folder.  
ive used JFW\_Buy\_Powerup\_On\_Poke And it worked fine.

And the vech script worked as well only the WF didntt say "vech purchased" but whatever

But when i made POW\_Medal\_Armor  
And when i picked it up why didnt it stick to me?

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Subject: Re: Proper scripts  
Posted by [Spetz5](#) on Tue, 11 Apr 2006 19:23:29 GMT  
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how do you get the vech script to work? i temped and made the vehicle I wanted it to make, then i attached the JFW\_Vehicle\_Buy\_Poke script to both a PT, and a vehicle, and neither worked.

Anyone help?

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Subject: Re: Proper scripts

Posted by [ghost](#) on Tue, 11 Apr 2006 21:46:10 GMT

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What would i put for Player\_Type?

The vech isnt purchasable for NOD but is for GDI.

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Subject: Re: Proper scripts

Posted by [ghost](#) on Wed, 12 Apr 2006 18:50:26 GMT

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ghost wrote on Tue, 11 April 2006 14:46What would i put for Player\_Type?

The vech isnt purchasable for NOD but is for GDI.

Well i made a refill switch but only NOD can use it

What do i have to set it so either a certain team or everyone can use??

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