
Subject: Questions

Posted by [JeepRubi](#) on Fri, 02 Jun 2006 13:27:48 GMT

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I have 2 questions at the moment but i might have more later.

My first question is, where are the radio commands located. Are they in the always.dat, if so what are they called?

My other question is, what script would i use to make certain objects (spawners in this case) appear when i enter the zone?

Subject: Re: Questions

Posted by [Zion](#) on Fri, 02 Jun 2006 13:43:31 GMT

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well, as a radio command modder they are in the always.dat file. they are names something like: m00rado_* or something like that.

btw, * = wildcard.

Subject: Re: Questions

Posted by [LR01](#) on Fri, 02 Jun 2006 14:20:21 GMT

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try:

GTH_Enable_Spawner_On_enter

Subject: Re: Questions

Posted by [JeepRubi](#) on Fri, 02 Jun 2006 20:13:07 GMT

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I have a tank bot, i want it to drive along a waypoint and when it gets to the end of the 1st one start to follow a 2nd looping waypoint.

Subject: Re: Questions

Posted by [JeepRubi](#) on Fri, 02 Jun 2006 21:07:41 GMT

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I generated a chinook drop of .txt script, what script do i use to make it work?

If a want an AI to constantly shoot at lets say a daves arrow, what script would i use, i know it has something to do with the ID number.

Subject: Re: Questions

Posted by [nopol10](#) on Sat, 03 Jun 2006 09:21:57 GMT

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For the 1st question: Apply the script Test_Cinematic to a Daves Arrow and type the name of the .txt script.

Subject: Re: Questions

Posted by [JeepRubi](#) on Sat, 03 Jun 2006 14:16:12 GMT

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Should the .txt script be in any specific place in the mod folder?

Subject: Re: Questions

Posted by [Canadacdn](#) on Sat, 03 Jun 2006 14:28:11 GMT

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You put it in Editorcache, I think.
