Subject: Small script Q
Posted by Kamuix on Tue, 27 Jun 2006 00:52:22 GMT
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For this line of code, how do I match up the spawning properties with the spawning code.

Thanks for any help!

```
File Attachments
1) S1.JPG, downloaded 396 times

Commands->Disable_Physical_Collisions(Commands->Create_Object("GDI Gunboat",Pos));
Pos.Z += 35;
Commands->Disable_Physical_Collisions(Commands->Create_Object("GDI_Ceiling_Gun_AGT",Pos));
Pos.Z += 15;
Pos.Y += 0;
```

Subject: Re: Small script Q
Posted by Kamuix on Tue, 27 Jun 2006 01:49:04 GMT
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Subject: Re: Small script Q
Posted by Cat998 on Tue, 27 Jun 2006 10:24:23 GMT
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What the hell are you doing/trying to do ??

Subject: Re: Small script Q
Posted by Kamuix on Tue, 27 Jun 2006 11:21:53 GMT
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That ^^

Subject: Re: Small script Q
Posted by Doitle on Tue, 27 Jun 2006 20:11:19 GMT
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I would guess he was trying to mount an AGT gun on a GDI gunboat? Maybe?

Subject: Re: Small script Q
Posted by Kamuix on Wed, 28 Jun 2006 03:34:18 GMT
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Yea thats basicly what i'm trying to do . But the probalem is for some reason I'm having a hard time getting some of the code properties to fix the Command.

Subject: Re: Small script Q
Posted by theplague on Wed, 28 Jun 2006 23:39:10 GMT
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i would think you need to attach the gun to a bone of the gunboat if it's intended to move.

also, why are you changing the position after the creation of the object? shouldn't it before you create it?

another thing to keep in mind is that += 35 will set your whatever in the sky... to make this perspective for you, the barracks is about 28 in length, and 11 is hieght of the structs for the small guard tower.

Subject: Re: Small script Q
Posted by Kamuix on Wed, 28 Jun 2006 23:51:33 GMT
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Well actually its a serverside thing, the GDI Gunboat is actually the AGT.
I had the first one set to the right height and I had already tried adding the pos. before the creation of the Object.
However it did not work after I added 2 objects, but its probably something small.

Subject: Re: Small script Q
Posted by Kamuix on Thu, 29 Jun 2006 02:37:29 GMT
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O0o I figured it out

Thanks anyway guys