
Subject: flyin vehicles hourglasa
Posted by [ukshoot](#) on Mon, 04 Sep 2006 08:31:16 GMT
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i have seen spawning orca's on this server for hourglass but when i do it in my level editor its turn itself off and when i enable flying vehicles ppl who join get disconnected..

any ideas ?

Subject: Re: flyin vehicles hourglasa
Posted by [Ivan275](#) on Mon, 04 Sep 2006 11:24:04 GMT
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do it with custum scripts using chathook

Subject: Re: flyin vehicles hourglasa
Posted by [ukshoot](#) on Mon, 04 Sep 2006 14:54:41 GMT
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using chathook? whats that

Subject: Re: flyin vehicles hourglasa
Posted by [Kamuix](#) on Mon, 04 Sep 2006 14:56:01 GMT
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Its something you use to catch fish.

go into your local fishhut, and ask for a chathook.

Subject: Re: flyin vehicles hourglasa
Posted by [Zion](#) on Mon, 04 Sep 2006 15:23:43 GMT
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Kamuix wrote on Mon, 04 September 2006 09:56Its something you use to catch fish.

go into your local fishhut, and ask for a chathook.

Lol!

Subject: Re: flyin vehicles hourglasa

Posted by [ukshoot](#) on Mon, 04 Sep 2006 15:45:01 GMT

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The person at the fishhut said i had a shitty level editor
and to go to the fish shop and get the jonwills version...

THANKS Kamuix you know alot THANKS

if they was an emotion for a cock it would be next to your name!

Subject: Re: flyin vehicles hourglasa

Posted by [LR01](#) on Mon, 04 Sep 2006 15:53:23 GMT

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I tryed this before, because the vecheles tab is in the not-serversided .lsl

not sure IF it is posselbe, but you might let them get buyed on poke or on enter zone

Subject: Re: flyin vehicles hourglasa

Posted by [Kamuix](#) on Mon, 04 Sep 2006 16:30:57 GMT

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All you need is the right scripts for Le. Like Kamuix_Announce_Preset_Buy for whatever i called it.
thats what i used for my level.
