Subject: GHT_Drop_Object _On_Death Script
Posted by Anonymous on Sat, 11 Jan 2003 23:54:00 GMT
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I'm assuming this script will cause the player to drop an item when killed, but does anyone know specifically how to use it? I'm assuming that you attach this to the infantry (for instance, the chem warrior) and you type in the value for Drop_Object the preset name for the item you want them to drop (chem sprayer.) Drop_Hight will likely tell from how many meters the object should drop, and probability may be the percentage that the item will be dropped. If anyone can verify this, please reply. Thanks. I'm thinking this script could make use in a seriously fun DM/CTF map... [January 11, 2003, 23:55: Message edited by: SomeRhino]

Subject: GHT_Drop_Object _On_Death Script
Posted by Anonymous on Sun, 12 Jan 2003 01:44:00 GMT
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yeah, the gravity will work.

Subject: GHT_Drop_Object _On_Death Script
Posted by Anonymous on Sun, 12 Jan 2003 12:04:00 GMT
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The Drop_Height is a number that gets added to the Z position of whatever it is that died to get the Z position of the object that is spawned.

Subject: GHT_Drop_Object _On_Death Script
Posted by Anonymous on Sun, 12 Jan 2003 12:15:00 GMT
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Thanks Jonathan, and will the object react to gravity and be dropped to the ground?