
Subject: send custom on vehicle enter

Posted by [Titan1x77](#) on Sun, 24 Dec 2006 01:39:29 GMT

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Im trying to send a custom to a vehicle spawner (ID) to remove the KAK_Prevent_Kill script.

I want the vehicle only damaged once it's entered... So i need to remove that script on enter.

Also, how can i make it so only Nod or GDI can enter it?..i set the team to nod and the spawner to nod, but GDI can still get in

Subject: Re: send custom on vehicle enter

Posted by [Titan1x77](#) on Sun, 24 Dec 2006 06:07:21 GMT

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I cant find the edit button, so I'll have to double post.

I wanted to make a CTF/AOW mod with the ability to send random customs to various other scripts...

1. 1 or more buildings will take a specified amount of permanent or temporary damage
2. Team will be rewarded with a credit bonus of a specified amount
3. Bring back certain structures...(if we can re-enable the pt menu to buy vehicles or characters again)
4. Free Vehicle, weapon ,etc..

I'd prob set this up for just the default maps with an .idd mod so servers could set it up easily and clients wont have to d-load much.

Ive thought of Flags, vehicles^ (prone to C4 tho),and possibly a hostage(bot) on each side you need to bring back to your base.

I never got into server side mods, but they seem popular enough where people may play it and enjoy it.
