
Subject: whats the script to give people abilty to fly as a power up

Posted by [NFHAVOC](#) on Sat, 09 Jun 2007 18:32:28 GMT

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what the script to give poeple the abilitiy to fly as a power up

Subject: Re: whats the script to give people abilty to fly as a power up

Posted by [u6795](#) on Sat, 09 Jun 2007 18:35:35 GMT

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I don't know the answer to your question but I just want to say this before it happens- Please put your questions all in one thread, don't make a new thread for every single question. People get pretty annoyed (and rightfully so) when one person is asking 7 questions in 9 different threads.

Subject: Re: whats the script to give people abilty to fly as a power up

Posted by [NFHAVOC](#) on Sat, 09 Jun 2007 18:44:21 GMT

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do i also have to put the core patch into the server to use the latest scripts in the server side mods
do i just take the scrpits from the core patch and put them in the fds folder

Subject: Re: whats the script to give people abilty to fly as a power up

Posted by [crazfulla](#) on Sat, 09 Jun 2007 20:42:19 GMT

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Subject: Re: whats the script to give people abilty to fly as a power up

Posted by [NFHAVOC](#) on Sat, 09 Jun 2007 21:06:32 GMT

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what does that mean

and do i just take the scripts from the core patch and put them in the fds folder

Subject: Re: whats the script to give people abilty to fly as a power up

Posted by [sycar](#) on Sun, 10 Jun 2007 01:22:10 GMT

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start by downloading the fds edition of core patch 2, you can get the right edition here:

<http://www.renegadeforums.com/index.php?t=msg&th=18803&start=0&rid=2> 0642

then you can download and update to the latest editions of scripts.dll here:

http://sourceforge.net/project/showfiles.php?group_id=51947

in terms of your flying feature, create a custom script in scripts.dll and the function you need is Toggle_Fly_Mode(GameObject)

then attach this script to a powerup/object of your choice in leveledit.

Subject: Re: whats the script to give people abilty to fly as a power up
Posted by [BlueThen](#) on Sun, 10 Jun 2007 02:46:56 GMT

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There's JFW_infantry_Flying, but it isn't a powerup. Attach that to the infantry you want to fly.

Subject: Re: whats the script to give people abilty to fly as a power up
Posted by [JeepRubi](#) on Sun, 10 Jun 2007 02:58:52 GMT

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u6795 wrote on Sat, 09 June 2007 13:35 I don't know the answer to your question but I just want to say this before it happens- Please put your questions all in one thread, don't make a new thread for every single question. People get pretty annoyed (and rightfully so) when one person is asking 7 questions in 9 different threads.

Sorry for the OT, but your avatar matches your post so well!

Subject: Re: whats the script to give people abilty to fly as a power up
Posted by [u6795](#) on Sun, 10 Jun 2007 03:35:16 GMT

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Jeep Rubi wrote on Sat, 09 June 2007 22:58

Sorry for the OT, but your avatar matches your post so well!

I can't tell if that's meant as an insult or a statement o.O

But uh, thanks? I should have just posted an arrow pointing to my avatar then.

Sorry for the off topic... like he said...

Subject: Re: whats the script to give people abilty to fly as a power up

Posted by [Jerad2142](#) on Mon, 11 Jun 2007 05:26:32 GMT

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You could also do it through a combination of "jfw_attach_script_on_collector" scripts and the flying scripts. It would mean less work as you would not have to do it to every infantry.
