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Subject: Create on poke

Posted by [CdCyBoRg](#) on Tue, 19 Jun 2007 04:35:48 GMT

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can anyone tell me what script i use for when i poke something, it makes an object appear at the co-ordinates i specify?

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Subject: Re: Create on poke

Posted by [Cpo64](#) on Tue, 19 Jun 2007 04:47:42 GMT

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what kind of object?

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Subject: Re: Create on poke

Posted by [CdCyBoRg](#) on Tue, 19 Jun 2007 04:49:57 GMT

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a Gdi Guard Tower, so when i press a key switch, it makes a guard tower if they have say 1000 credits, if not, it pages them.. if thats too difficult, just when they press it, it makes a guard tower at XYZ

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Subject: Re: Create on poke

Posted by [Cpo64](#) on Tue, 19 Jun 2007 04:53:56 GMT

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I think you will be looking for purchase vehicle on poke, not sure the exact script name, but look threw the script readme's and you will find it, eventually.

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Subject: Re: Create on poke

Posted by [CdCyBoRg](#) on Tue, 19 Jun 2007 05:15:22 GMT

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thanks, found it

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