
Subject: Preset Buy

Posted by [CdCyBoRg](#) on Thu, 21 Jun 2007 00:20:54 GMT

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I have made my map so when i press a switch, it buys a turret and puts in in XYZ for 1000 credits.

How can i make the switch dissapear when the turret is bought But re-appear when the turret dies?

Thanks in advance.

Subject: Re: Preset Buy

Posted by [Canadacdn](#) on Thu, 21 Jun 2007 00:36:18 GMT

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Attach the script JFW_Preset_Buy_Poke to a switch or some other object and input the price, co-ordinates and the unit.

Not sure about making it disappear, though.

Subject: Re: Preset Buy

Posted by [CdCyBoRg](#) on Thu, 21 Jun 2007 00:43:06 GMT

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i know that, what i have is JFW_preset_buy_poke

That all works, New plan.

How can i attach a script to the object i am making with that script ^?

so, i press the switch, it makes the turret buy with a script attached to it.

Subject: Re: Preset Buy

Posted by [Canadacdn](#) on Thu, 21 Jun 2007 00:49:51 GMT

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It would have to buy a different vehicle preset than the standard vehicle, one with the script already attached to it.

Subject: Re: Preset Buy
Posted by [CdCyBoRg](#) on Thu, 21 Jun 2007 00:52:50 GMT
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can that be done serverside?

Subject: Re: Preset Buy
Posted by [Canadacd](#) on Thu, 21 Jun 2007 00:53:15 GMT
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No.

Actually, it could if you used a different vehicle preset that is the same as the regular one and is unused in multiplayer.

Subject: Re: Preset Buy
Posted by [CdCyBoRg](#) on Thu, 21 Jun 2007 00:57:21 GMT
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what do you mean by that? and what script do i attach to the turret to create another object when the turret dies?

Subject: Re: Preset Buy
Posted by [reborn](#) on Thu, 21 Jun 2007 04:21:22 GMT
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TFX_Spawn_When_Killed

Subject: Re: Preset Buy
Posted by [CdCyBoRg](#) on Thu, 21 Jun 2007 22:34:03 GMT
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how can i mod turrets 4 diffrent ways? so each 4 turret has diffrent settings?
