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Subject: Script???

Posted by [The Elite Officer](#) on Fri, 21 Sep 2007 19:40:07 GMT

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I am gonna use the Harvester script, you know the one that lets you harvest ore and take it back to the refinery. I was wondering is there a script that destroys a vech if there is no one in it? Like someone on nod drives the NOD harvy and then they get out so it destroys it. Or is there a script that even when someone gets out of the NOD/GDI harvy it still stays with that team so that the other team can't steal the harvy?

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Subject: Re: Script???

Posted by [Gen\\_Blacky](#) on Sat, 22 Sep 2007 07:51:50 GMT

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The Elite Officer wrote on Fri, 21 September 2007 14:40Or is there a script that even when someone gets out of the NOD/GDI harvy it still stays with that team so that the other team can't steal the harvy?

I think there is a script that will only allow a cretin team to enter a vec, but idk the name of it look at scripts readme

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Subject: Re: Script???

Posted by [Veyrdite](#) on Sun, 23 Sep 2007 05:14:58 GMT

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JFW\_Vehicle\_Block\_Preset (script to block a preset from entering a vehicle)

Preset (what preset to block)

When the specified preset enters the vehicle, a timer is started (because the "get in vehicle" notification happens a tiny bit before the actual entry) then the thing that entered is kicked out.

Maybe? add all the enemy teams presets.

Would have been easier if JonWill made a script you attach to the chars in the preset tree with a number option and one that you can attach to the vehicle that prompts that number.

To attach it to all the presets just propogate.

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