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Subject: Vehicle Fuel script  
Posted by [OrcaPilot26](#) on Mon, 18 Aug 2003 01:28:52 GMT  
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I can't get it to work, I set the timer to 1 sec, but when I get in the vehicle, nothing

JFW\_Aircraft Fuel is attached to the vehicle preset, I put the name of the explosion preset in for explosion, Timer is set to 1 for now, and timer num is set to 2.

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Subject: Vehicle Fuel script  
Posted by [General Havoc](#) on Mon, 18 Aug 2003 15:38:19 GMT  
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Check your running version 1.2 of the scripts. Check this by right clicking the scripts.dll and checking that the "modified" date is June. Then make sure you have no conflicting times on your map. TimerNum should be unique for the script, say 27 for example. Try changin the time to 5 seconds and the explosion to "Explosion\_Mine\_Remote\_01" and try that. For testing puropes make the vehicle in your map and the add the script to that vehicle itself.

If you get it wokring you need to read up on TDA\_Send\_Custom\_Zone as this can be used to send the custom to refuel the vehicle. Please note a "custom" is the same as a "message" in terms of scripting, this is simply a way of sending a message between scripts so they can interact.

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Subject: Vehicle Fuel script  
Posted by [Ugauga01](#) on Tue, 19 Aug 2003 01:01:27 GMT  
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What do the script???

Will the Vehicle Explode when you get in or what??

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Subject: Vehicle Fuel script  
Posted by [General Havoc](#) on Tue, 19 Aug 2003 11:50:38 GMT  
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Well the vehicle starts to take damage after a timer has expired, when it runs out of fuel basically. Te explosion may not kill the vehicle but it will take damage, when the timer expire again it will take more damage and so on unti it is destroyed. The damage can be avoided by refueling at a zone specified such as a repiar pad or helipad for example. You can attach it to say a bomber that does a lot of damage but you don't want people camping with it.

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Subject: Vehicle Fuel script

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Posted by [Ugauga01](#) on Wed, 20 Aug 2003 01:42:00 GMT

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THX for info

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Subject: Vehicle Fuel script

Posted by [Skier222](#) on Wed, 20 Aug 2003 03:10:50 GMT

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thats cool

where did u say the script is, 1.2?

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Subject: Vehicle Fuel script

Posted by [General Havoc](#) on Wed, 20 Aug 2003 08:11:46 GMT

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Yeah it's in back to version 1.0 and maybe before but It is more than likely to be faulty. The version in the 1.2 scripts will work as Jonathan Wilson tested it so we know it works.

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Subject: Vehicle Fuel script

Posted by [OrcaPilot26](#) on Wed, 20 Aug 2003 18:56:28 GMT

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okay, I almost got it to work, (I wasn't using 1.2) I'll get in the vehicle, wait a few seconds, then the explosion will go off, but it only will once.

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Subject: Vehicle Fuel script

Posted by [Laser2150](#) on Wed, 20 Aug 2003 19:25:30 GMT

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does it have a Repeat Value? if it does switch it to "1" so that the timer starts again.

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Subject: Vehicle Fuel script

Posted by [General Havoc](#) on Wed, 20 Aug 2003 20:00:43 GMT

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Well i don't know if it is meant to go off more than once. When i tested the script it was still faulty byt Janothan Wilson fixed it and got it working since so maybe it does only explode once. The idea is to stop you using a vehicle for too long without refueling.

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Subject: Vehicle Fuel script

Posted by [OrcaPilot26](#) on Thu, 21 Aug 2003 06:22:19 GMT

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I'm really close now, I got it to go off more that once by adding the script multiple times, but for the script zone I'm using TDA\_Zone\_Custom, that doesn't seem to work, I put the ID of the vehicle preset in but it doesn't have any effect.

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Subject: Vehicle Fuel script

Posted by [General Havoc](#) on Thu, 21 Aug 2003 15:19:40 GMT

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Try GTH\_Zone\_Send\_Custom. It sends a custom to anything that enters the zone without knowing it's ID. TDA\_Send\_Custom\_Zone is okay if the vehicle is already on the map but you can't put the presets ID in as the vehicle made will have a different ID as all ID's are generated in realtime.

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Subject: Vehicle Fuel script

Posted by [OrcaPilot26](#) on Sat, 23 Aug 2003 18:08:21 GMT

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arrghhh , I still can't get it to "refuel", I've attached about 15 scripts to the vehicle that set off explosions at different times, the refuel message (11) is all the same for the scripts

I attached the GTH\_Zone\_Send\_Custom to the zone and set the enter message to 11, the parameter to 1, the exit message to 0 and the other parameter to 0.

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Subject: Vehicle Fuel script

Posted by [General Havoc](#) on Sat, 23 Aug 2003 18:38:56 GMT

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Try it with no params.

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