
Subject: Re: Vehicle Spawn

Posted by [reborn](#) on Wed, 19 Apr 2006 00:54:12 GMT

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Make a daves arrow on the map (make a note of it's ID) and attach the script "JFW_Create_Object_Custom", define what vehicle you want by it's preset name in the parametres unber objects, and input the x,y,z of where you want it created under location.

Alternatively Attach the script "JFW_Custom_Play_Cinematic" to the daves arrow and make a cinematic.txt file, still define the location where you want the cinematic to play, and type in your cinematic name including the .txt file extension in the Script_Name parametre.

If you don't know how to make cinematics, open up your always.dat and look at the text files, it will become more clear looking at them, or perhaps just look at how BHS made there vehicle drop cinematics.

Add a switch to the map, attach "JFW_Poke_Send_Custom_Cost" to the switch. You then need to fill in the parametres;

Just a hint; Player_Type 1 = GDI and Player_Type 0 = Nod

You also need to put in the cost of what you want the vehicle to be. Then put the ID from the daves arrow into the parametre for ID.

Note: For this to work for the client, they must be using JohnWill's scripts.dll.
