danpaul88 wrote on Mon, 18 October 2010 15:42Hmm, your script seems to disable itself if there is a VTOL on the map which is not the one you are driving and is older than any vehicles within 12m of your VT_CarryAll vehicle... (note: BaseGameObjList is NOT in order of distance from the current object, but in order of when they were created)

Specifically this bit;

if(Is_VTOLVehicle(o)||Is_Script_Attached(o,"VT_CARRYALL_ATTACHED"))
    {
     Remove_Script(obj,"VT_CarryAll");
     return;
    }

From what I can see you iterate through EVERY object in the game, so if it hits this one BEFORE it hit's the one which can be attached (ie: within 12m of you) it's going to cancel itself.

its supposed to disable itself when it finds a vtol nearby its so you cant attach vtols ^^
the bugs are mainly in the part where it has to identify a driver or neutral vehicle