Subject: Re: How to Turn the Ped on after a specific time
Posted by Jerad2142 on Thu, 11 Aug 2011 20:28:56 GMT

iRANian wrote on Thu, 11 August 2011 13:56Well if the guy can actually start deploying the beacon, it will crash the FDS if you switch his weapon or use your "safely remove weapon" code once the beacon is deployed. :/

I'm looking for a method that can stop the beacon deploy process so I can run this script every 3 seconds.

Incorrect I've done it plenty; only thing you have to watch out for is the beacon gets returned to your inventory if you remove it and then move if it's in process of being deployed.

If it's crashing it's because you're not switching before and after the remove to an existing weapon in your inventory.

I strongly recommend testing your code before you start telling me how mine works.

And we're still way off topic, best way to make a timed no beacons script is simply move the script zones off the map, then replace them onto the map beacon place time+beacon strike time after the time when beacon zones are enabled.