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Subject: Scripting question...NAVAL vehicles  
Posted by [rrutk](#) on Mon, 26 Jan 2009 02:34:55 GMT  
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2 scripting questions...

1) Is it possible, to have scripted blockers to set in LE (or RenX), which block only NAVAL vehicles set up through "Expanded Vehicle Factory set of scripts by Matt Bailey 'Whitedragon'" ???

Goal would be, that ships CAN NOT drive from sea to land, but for instance tanks, which are transported via a hovercraft, CAN move from sea to land.

2) Concerning the mentioned Expanded Vehicle Factory set of scripts by Matt Bailey "Whitedragon":

I added a preset and set it up in the script parameters as a naval vehicle, but its still delivered through airstrip. The parameter string, which determines the naval vehicles, seems not to be updated????????????

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## File Attachments

1) [pers\\_hover.jpg](#), downloaded 646 times



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Subject: Re: Scripting question...NAVAL vehicles  
Posted by [Genesis2001](#) on Mon, 26 Jan 2009 03:20:30 GMT  
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Use a poke 'n buy setup.

"JFW\_Preset\_Buy\_Poke"

Preset\_Name: the preset to spawn

Cost: the cost of the preset

Location: The Vector3 location where to spawn the Preset\_Name

Player\_Type: The team that can poke the object.

Basically, what you would do is setup a Generic\_Switch (or something else you want; maybe a custom Terminal?) and attach that script.

Go to where you want the object to spawn and "Make" a Dave's Arrow. Double click the dave's arrow and take note of the coordinates under the "Position" tab. (it'll be the top set of coordinates).

Go back to your terminal that you want the player to poke and attach that script I mentioned

above, fill in the params and wham! You're good to go

EDIT: This should solve the problem about buying them right?

Also, the blockers..I don't know about those, I hope I answered what you were asking in the first question..

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Subject: Re: Scripting question...NAVAL vehicles  
Posted by [rrutk](#) on Mon, 26 Jan 2009 11:12:02 GMT  
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i dont have really problems about buying them, if you read my post exactly. i have an issue with the working Expanded Vehicle Factory.

the main problem would be to script, that the naval units are not allowed to drive on land.

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Subject: Re: Scripting question...NAVAL vehicles  
Posted by [rrutk](#) on Tue, 27 Jan 2009 17:35:11 GMT  
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solved problem #2, searched for hours:

It's an bug of the scripts:

You cannot use alternate objects in the purchase list as naval units, its presets are not recognized as such vehicles.

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Subject: Re: Scripting question...NAVAL vehicles  
Posted by [\\_SSnipe\\_](#) on Tue, 27 Jan 2009 18:22:08 GMT  
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role play 2 mod has boats that float above water and wont go any higher or lower

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Subject: Re: Scripting question...NAVAL vehicles  
Posted by [Canadacd](#) on Tue, 27 Jan 2009 19:12:46 GMT  
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SSnipe wrote on Tue, 27 January 2009 12:22role play 2 mod has boats that float above water and wont go any higher or lower

Don't forget submarines!

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Subject: Re: Scripting question...NAVAL vehicles  
Posted by [rrutk](#) on Tue, 27 Jan 2009 19:16:36 GMT  
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Canadacdn wrote on Tue, 27 January 2009 13:12SSnipe wrote on Tue, 27 January 2009 12:22role play 2 mod has boats that float above water and wont go any higher or lower

Don't forget submarines!

No.

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### File Attachments

1) [sub.jpg](#), downloaded 481 times



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Subject: Re: Scripting question...NAVAL vehicles  
Posted by [ErroR](#) on Tue, 27 Jan 2009 19:49:51 GMT

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rrutk wrote on Tue, 27 January 2009 21:16Canadacd wrote on Tue, 27 January 2009 13:12SSnipe wrote on Tue, 27 January 2009 12:22role play 2 mod has boats that float above water and wont go any higher or lower

Don't forget submarines!

No.

awesome, also the roleplay ones were on water but they could also fly over ground and if went on a hill they flew up they also fell if you got out

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Subject: Re: Scripting question...NAVAL vehicles  
Posted by [Canadacdn](#) on Wed, 28 Jan 2009 07:56:18 GMT  
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ErroR wrote on Tue, 27 January 2009 13:49rrutk wrote on Tue, 27 January 2009  
21:16Canadacdn wrote on Tue, 27 January 2009 13:12SSnipe wrote on Tue, 27 January 2009  
12:22role play 2 mod has boats that float above water and wont go any higher or lower

Don't forget submarines!

No.

awesome, also the roleplay ones were on water but they could also fly over ground and if went on a hill they flew up they also fell if you got out

Actually, they get stuck when they go on land. You must have been playing on a server with the swimming scripts disabled.

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Subject: Re: Scripting question...NAVAL vehicles  
Posted by [samous](#) on Wed, 28 Jan 2009 23:39:39 GMT  
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Canadacdn wrote on Tue, 27 January 2009 23:56ErroR wrote on Tue, 27 January 2009  
13:49rrutk wrote on Tue, 27 January 2009 21:16Canadacdn wrote on Tue, 27 January 2009  
13:12SSnipe wrote on Tue, 27 January 2009 12:22role play 2 mod has boats that float above  
water and wont go any higher or lower

Don't forget submarines!

No.

awesome, also the roleplay ones were on water but they could also fly over ground and if went on a hill they flew up they also fell if you got out

Actually, they get stuck when they go on land. You must have been playing on a server with the swimming scripts disabled.

or an older version, without those scripts.

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Subject: Re: Scripting question...NAVAL vehicles  
Posted by [samous](#) on Thu, 29 Jan 2009 04:29:58 GMT  
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you have it so the boats can't go underwater, but the sub.s can... (assuming you do), can't you use simular properties to that?

EDIT: sry, dubble post, hit rong button

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Subject: Re: Scripting question...NAVAL vehicles  
Posted by [ErroR](#) on Thu, 29 Jan 2009 14:55:21 GMT  
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if there are subs, don't forget depth charges

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Subject: Re: Scripting question...NAVAL vehicles  
Posted by [samous](#) on Sat, 31 Jan 2009 03:32:48 GMT  
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samous wrote on Wed, 28 January 2009 20:29you have it so the boats can't go underwater, but the sub.s can... (assuming you do), can't you use simular properties to that?

EDIT: sry, dubble post, hit rong button

still wondering...

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