
Subject: Pentagonram

Posted by [Dante](#) on Mon, 14 Apr 2003 22:38:57 GMT

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actually, you are thinking way too hard...

create a train as a vehicle, give it a waypath (through the subway) have it follow.... write a custom script with a timer that tells the train to stop for x amount of seconds (where the player could get inside it) then go again after the time expires either on that waypath again, or a waypath to another station...

by the way, most SP subways you have played on, aren't moveing, the texture outside of the window is...
