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Subject: Re: Moving towards scripts.dll 2.9

Posted by [Jerad2142](#) on Thu, 06 Jul 2006 14:33:01 GMT

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Lets just say you disabled the vehicles normal forward - backward movement ability's. Then you set it up to move one foot forward a second or something like that. Then when you push a particular key it goes from one foot a second to 10 foot every second (just as an example) but the player would be able to set how far forward and how often (editor).

One other thing I am currently using Reborn\_Deployable\_Vehicle\_Player on one of my infantry to make it so when you pres "O" key something happens, this is working fine. But I had a vehicle that also was using Reborn\_Deployable\_Vehicle\_Player and whenever this infantry gets in it and preses the "Q" key nothing happens (but it worked until I attached Reborn\_Deployable\_Vehicle\_Player to the infantry you are.)

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