
Subject: Re: Flying!

Posted by [Jerad2142](#) on Mon, 04 Dec 2006 20:59:01 GMT

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[quote title=bluethen wrote on Mon, 04 December 2006 10:52]Jerad Gray wrote on Sun, 03 December 2006 12:05JFW_Flying_Infantry

Try "JFW_Flying_Infantry_Custom" remember this scripts message, and then attach the script "JFW_Timer_Custom" to the infantry, and have it send the specified message to an object (remember the objects id) that has the script "JFW_Reflect_Custom" attached to it (the object on your level not the infantry)!

Try that, if you need help just ask!

Although it shouldn't crash level editor, because level editor does not actually read the scripts, it will only crash if you leave a parameter blank, check and make sure that all the objects have the correct (or existing) 3d models to match, this is well know for crashing level editor.
