Subject: Re: A few questions
Posted by jnz on Sat, 07 Apr 2007 17:34:26 GMT

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gamemodding wrote on Fri, 06 April 2007 22:18I would, for the turret (2) when the person deploys a beacon, it create a turret and disarmbs the beacon.

1) can't be done as far as i know.

for the jetpack, you could use Toggle_Fly_Mode and attach a script that lowers the players Z posistion when they are in the air.

I can't explain these (too busy), im sure there are quite a few people that can.