
Subject: Re: how do i get switches to do stuff

Posted by [reborn](#) on Wed, 20 Jun 2007 12:47:28 GMT

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You could make a daves arrow that listens for a custom, then on that custom tiggers test_cinematic, with a cinematic.txt file that creates the vehichle and spawns it at your pos, or chin00ks it in w/e. Then the switch would have to have a poke and send custom attached to it, the custom being what the daves arrow listens for.

you need to search for a poke and teleport sender script, if one exists it will either be in z.cpp or jfw_poke.cpp

Wouldn't be too hard to make one.
