
Subject: Re: Traveling

Posted by [danpaul88](#) on Sat, 14 Jul 2007 17:45:10 GMT

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As far as I know you cannot alter the physics of a vehicle in any way shape or form through scripts.

One trick to stop a vehicle falling is to spawn an object such as an invisible box inside of it, however not only will it not fall, it wont be able to move full stop with this.

As for making a non-vehicle/infantry object move somewhere rather than teleport I think your idea of spawning an infantry unit and using the Action_Goto function is the best your going to get. Word of warning: In my experience the Action_Complete event never gets called when the AI reaches it's destination, so you would either need a timer to check if its arrived, or some kind of zone that sends it a custom once it enters.
