
Subject: Re: Beacon creates objects

Posted by [BlueThen](#) on Sat, 08 Sep 2007 05:21:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dthdealer wrote on Sat, 08 September 2007 00:19 On L4BORATORY@hotmail.com (W4ARNING'S server) he has it so when you type in something, a bot creates an object in front of you. I'm trying to replicate this with DAK_Vehicle_Regen and TFX_Replace_When_Repaired on a beacon. The only problem is that i can only align the objects along the Z axis (drop height option for the script). How can i modify its position relative to where it was dropped on the x & y axis'?

This is for a PKG.

Scripts.

I asked the same question a long time ago (before W4's server). I never really got someone to make me a script. ./
