
Subject: Re: Beacon creates objects

Posted by [SWNight](#) on Sun, 09 Sep 2007 18:48:50 GMT

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Dthdealer wrote on Sat, 08 September 2007 00:19: On [email]L4BORATORY@hotmail.com[/email] (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.
