Subject: Re: How to activate vehicle shells?
Posted by sadukar09 on Fri, 30 Nov 2007 16:58:32 GMT

The Elite Officer wrote on Fri, 30 November 2007 10:46sadukar09 wrote on Thu, 29 November 2007 17:15Lurtz1122 wrote on Thu, 29 November 2007 12:21how do u active ate vehicle shells on online, and or multyplayer pratice?
You can't do it for MP Practice, it's server sided. Sorry. :/
EDIT:Typo

WRONG, you can activate vech shells in MP practiece, you have to add a script to the vech it is something like "JFW_Drop_Shell" or "JFW_Drop_Preset_When_Destroyed" (or some other script)and in this case you whould have to add the destroyed vech preset. They are somewhere like "Tile--->DSAPO--->Dectrotavie--->Vechiles_Destroyed" but you would also have to attach a script to the destroyed vech preset like "TDX_Replace_When_Repaired" or "JFW_Vehicle_Wreakage_Repairable" (not quite sure of the exact name) Hope this help, I will post some more details soon.

And where would you place the scripts? Plus I'm sure he can't map. He was talking about a "turn shell on" button.