Subject: CNC DROP EDIOR, NEW!
Posted by samous on Fri, 22 Aug 2008 23:15:33 GMT
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I'm working on a new, ADVANCED c-130 drop editor that will let me do verry unusall stuff, like drive turrets. I'm currently working on a havester project, but the havster will not give cash. Does anyone know anny scripts to let the havester gain $$$ SLOWLY? The script:

-201 Attach_script, 7, "GTH_Credit_Trickle","100"

Lets you gain 100, forever, untill destroied. I would like it if you could gain 100 every so-and-so seconds. Also, I wouldn't like it go on on forever, or beable to gain the cash from outside the VEH.

Also, I'm working on letting un-enterable vehicals become enterable. Currently I'm using the Combo of scripts liek this to get to get in a veh, with out seeing another veh:

-400 Create_Real_Object, 9, "<name of veh UNDERNEETH"
-401 Create_Real_Object, 4, "<name of object wanted to be seen"
-400 Attach_Script, 9, "M10_Playertype_Nod"
-402 Attach_Script, 9, "Mx0_obelisk_Weapon_DLS"
-405   Attach_Script,   4, "<basic AI for the seen object>", ""
-405   Attach_Script,   4, "M00_No_Falling_Damage_DME", ""
-419 Attach_Script,   4, "M00_disable_physical_collision_JDG", "
-401 Attach_To_Bone, 4, 9, "Wheelp01"

Is there a force enable entry script? Also, is there a way to controll the other object, with out letting it be ai (give you the ability to fire it)?

-Stay Tunned For More Help Requests...
 =Samous

PS: I can give away the current base file i'm using for all the scripts and more... just ask. All sorces can bee found in there.