
Subject: Re: Scripting question...NAVAL vehicles
Posted by [Genesis2001](#) on Mon, 26 Jan 2009 03:20:30 GMT
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Use a poke 'n buy setup.

```
"JFW_Preset_Buy_Poke"  
Preset_Name: the preset to spawn  
Cost: the cost of the preset  
Location: The Vector3 location where to spawn the Preset_Name  
Player_Type: The team that can poke the object.
```

Basically, what you would do is setup a Generic_Switch (or something else you want; maybe a custom Terminal?) and attach that script.

Go to where you want the object to spawn and "Make" a Dave's Arrow. Double click the dave's arrow and take note of the coordinates under the "Position" tab. (it'll be the top set of coordinates).

Go back to your terminal that you want the player to poke and attach that script I mentioned above, fill in the params and wham! You're good to go

EDIT: This should solve the problem about buying them right?

Also, the blockers..I don't know about those, I hope I answered what you were asking in the first question..
