
Subject: Re: Making a buildup with Timers and Set_Position?
Posted by [mr£\\$Å-z](#) on Thu, 02 Apr 2009 21:26:23 GMT
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Do this thats how i did it SERVERSIDE!

if num 1 = create InvisObject with the model you want then use Destroy_Object()

if num 2 = create InvisObject with the model you want then use Destroy_Object()

if num 3 = create InvisObject with the model you want then use Destroy_Object()

if num 4 = create REAL PRESET without Destroy_Object()

and for every timer use new Position. I can make you a script tomorrow, g2g sleep working tomorrow
