Subject: Re: Few questions
Posted by reborn on Fri, 30 Oct 2009 19:48:27 GMT
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Hubba wrote on Fri, 30 October 2009 11:22
Ok found the solution for my objects pointfix I skipped the whole script because it had really nothing to do with what i wanted. So i opened up my level edit and checked the setting for my "object". And found this cool options "Damagepoints" and "Deathpoints" so i started to mess around with the values and bingo there it is.

And about question 3. Commands->Get_Model(GameObject *obj); is the right method but it ain't listed in my 'ScriptCommands' in "scripts.h". I tried to add it there but then my server wouldn't load at all. It kept opening and closing the server console screen.

And thanks for the link there is lots of interesting stuff there

Objects mods are fine, it's just they're so Global, even on a per map basis.
Sorry, get model is just 'Get_Model(GameObject *obj);', not Commands->.