
Subject: Re: Crate location and frequency
Posted by [reborn](#) on Tue, 16 Feb 2010 08:26:22 GMT
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My experience with the cinematic files is limited, and what I did know, has since faded. However, I remember it's possible to attach scripts to the objects...

Probably not the most straight forward way to do it, but it should be possible to make your own script on the server that on the ::Created event, does `Commands->Set_Visible(obj, false);`. This should stop the base defenses shooting the planes...

You could also on that same script start a timer, and on the timer expired event destroys the object. However, I believe if you look at some of the drop vehicle txt files they will give you an example of how to destroy objects directly on the txt file.

If you create this script and add it to your servers solution, then in the text file you should be able to attach that exact script to the objects you're creating (although there probably is a way to use that `Commands->Set_Visible(obj, false);` part directly in the text file too I would imagine.

I'm at work, so can't be more specific, if this doesn't help, or you need more help, just shout and I will try when I get home...

If you posted your code, and exactly what you're trying to do, then I could probably help you out a bit more...
