
Subject: Re: Crate location and frequency
Posted by [Khyron263](#) on Tue, 16 Feb 2010 21:54:27 GMT
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o.k.. i've tried, the code im using is actually yours.

<http://www.renegadeforums.com/index.php?t=msg&th=26881&prevloaded=1&rid=24977&start=0>

I attempted your "times destruction that you posted on the last page but the vehicles still stay in teh air, I wouldn't mind them flying over for a long period of time, but the base defenses shoot at them.

I tryed the Set_visable but when I compiled it didn't understand the function. I even went in to see how the Spy is ignored by the ob and agt but I couldn't attach it to a vehicle...

where in your code would I put these funcions? again, im using your code from the link *scratches head*
