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Subject: Re: Deployable Vehicles

Posted by [TheKGBspy](#) on Wed, 08 Sep 2010 22:08:14 GMT

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these are the old scripts i made for deploying vehicles... like 5 years ago. At that time it required the user to leave the vehicle in order to properly "deploy". It required the user to right click; doing an invisible dmg to him self.. to detect the right click) That script i did also attached a deploy cursor (like the deploy cursor in ra2) over the tank showing it was ready to get deployed when the player got out. Once it was getting out... it was killing the vehicle and spawning the other vehicle with the "deploy" animation. Once the deploy animation was completed, the "deploying" vehicle would be destroyed to spawn the "deployed state" vehicle.

So basicly the warhead, must be a unique warhead to kill / destroy the model/vehicle so it properly spawn the other (either the deploying vehicle doing the animation or the deployed vehicle).

If i recall correctly JonWill and some others made a more improved version of that script which doesnt require the user to leave so it can stay inside.

Like i said.. its been 5 years i coded that.. i rpobly miss some parts! lol.

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