
Subject: Re: jfw_attach_script_vehicle_created
Posted by [zunnie](#) on Mon, 09 May 2011 09:30:14 GMT
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Put the script on a daves arrow for example

```
Attach_Script_Is_Type(obj,Vehicle,script,params,Get_Int_Parameter("Player_Type"));
```

It attaches the script on all vehicles that are created on the daves arrows ::Created event
