Subject: Re: Listing of the scripts I've made
Posted by Titan1x77 on Thu, 12 Sep 2013 23:12:30 GMT

I'll share exactly what im trying to do...

GDI Drop pod (most likely a vet system reward or a crate reward)

I have it set to grant a powerup to the player... this is a beacon object you set anywhere, when it destroys itself it drops the drop pod vehicle (using a humvee as of now) onto the location. You enter it and sends a custom of 100000028 to the vehicle, Im using:

jfw_custom_send_custom to relay to the dave's arrow with jfw_teleport on custom.... not working.

So I need a way to teleport the player and the vehicle while he's inside it to a set location which you'll be able to control the pod to where u want it to crash.

Seem's like I can handle everything else but can't get this pod to teleport to the object/location

EDIT: Ive tried granting a powerup to the vehicle and I think the script is tryig to teleport the player not the vehicle, which in the end did nothing while i was in the vehicle

I'm interested in knowing how to fake a custom from a powerup, i think that'd work, also interested on how to get the ID of an object created so i can pass that to the JFW_Teleport_Custom which is looking for some type of parameter to use as the object that it teleports...which i dont know why it doesnt just use the sender?

How do vehicles react to powerups?