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Subject: Re: Listing of the scripts I've made  
Posted by [Titan1x77](#) on Sun, 15 Sep 2013 03:40:32 GMT  
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I found the message 1000000025 pertains to a powerup.

So i attached dp88\_teleport to a dave's arrow, when the vehicle received a custom of 1000000028  
I sent a custom of 1000000025 to the dave's arrow and poof i teleported

Now I'm trying to set up a vehicle that can maneuver while in air, which only seems to be the  
"human" type. I'd like to have it explode on impact, or set up a zone or maybe set it to self destruct  
in x amount of seconds after entry.

I actually used another script I think you made DP, which is the ra2ven\_vehicle\_falling script, but  
that's not working like it's suppose to, it will do damage in mid air, but upon impact it doesnt do a  
thing.

Now That i figured out how to fake powerup pick ups, what's the message sent on "zone entry"?  
This way I can use some zone scripts in this same manner.

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