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Subject: scripts.dll stuff

Posted by [Deactivated](#) on Thu, 15 Jan 2004 19:57:00 GMT

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I don't want the vehicle to burrow or deploy though..

jonwilAs for the make part of the model disappear thing, I know of a way to do the disappear but the problem is, there is no way for a script to know when something fires its weapon.

Let's review:

SSM Launcher

A part of of the vehicle (missile) needs to become invisible (hidden) when it launches the weapon and later become visible again to show it has reloaded (a new missile stack).

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