
Subject: Turning vehicle spawners into chinook drops?
Posted by [JRPereira](#) on Thu, 02 Feb 2006 06:43:21 GMT
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Is there a way to modify a vehicle spawner to transport the vehicle to the map with a chinook?

Closest I've come so far was WD's suggestion of using the invisible_object dave's arrow as the object to spawn, and attaching the test cinematic script to the spawner and using a vehicle drop cinematic like SSAOW's random vehicle crates, however because the vehicle that gets created by the cinematic instead of the spawner, the spawner doesn't track whether the vehicle has been destroyed, and you end up with an endless supply of vehicles, instead of one total per spawner.

Subject: Re: Turning vehicle spawners into chinook drops?
Posted by [Spice](#) on Thu, 02 Feb 2006 10:01:07 GMT
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What are you trying to do with it exactly?

If you are using it as a vehicle creation effect though, via the purchase icon, It wouldn't matter though. It would only play it once per purchase.

Subject: Re: Turning vehicle spawners into chinook drops?
Posted by [WNxCABAL](#) on Thu, 02 Feb 2006 10:49:12 GMT
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I think he means vehicles which you can pickup within the battlefield which respawn after destruction.

Subject: Re: Turning vehicle spawners into chinook drops?
Posted by [Spice](#) on Thu, 02 Feb 2006 12:10:38 GMT
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In that case he can use the carry_all logic script jonwil wrote.

Subject: Re: Turning vehicle spawners into chinook drops?
Posted by [dead6re](#) on Thu, 02 Feb 2006 13:09:14 GMT
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You could make some scripts that where attached to the vehicle and when the vehicle is destroyed it starts the animation. Though only that 1 script could control the vehicle, so you would

need many.
