Subject: JFW_Vehicle_Buy_Poke
Posted by Spetz5 on Tue, 06 Jun 2006 21:09:42 GMT
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Does anyone know how to use this script? I haven't a clue myself, and I hope to use it for buying aircraft in a map me and some friends are doing.

Subject: Re: JFW_Vehicle_Buy_Poke
Posted by sycar on Tue, 06 Jun 2006 21:39:51 GMT
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yea ived used it. It needs to be attached to a console or something, and runs when they push 'e'. Firstly you set the team you want to be able to use it. 0 for nod, 1 for gdi. Then how much it costs, and then you enter the preset name of the vehicle you want purchased eg. cnc_buggy . Bewarned it requires core patch 2 to be installed for the client to use it.

Subject: Re: JFW_Vehicle_Buy_Poke
Posted by Spetz5 on Tue, 06 Jun 2006 21:42:10 GMT
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Yes I am able to do everything up to were you actualy Hit E. When I do, it deducts the cost, but I do not see a vehicle anywere. What do I use to specify were the vehicle will appear?

Subject: Re: JFW_Vehicle_Buy_Poke
Posted by Zion on Tue, 06 Jun 2006 21:45:33 GMT
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buffymaniack wrote on Tue, 06 June 2006 16:39 Bewarned it requires core patch 2 to be installed for the client to use it.

this is not true. you just need the latest scripts and bhs.dll installed on the client/server. (<not sure what one)

Subject: Re: JFW_Vehicle_Buy_Poke
Posted by ghost on Tue, 06 Jun 2006 22:45:53 GMT
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Hmm i think this is the script where when you press E on a item (i used a switch) it would purchase a vech.

This can crash the game for non cp2 users, as only corepatch users can use it -_-

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Subject: Re: JFW_Vehicle_Buy_Poke
Posted by Spetz5 on Tue, 06 Jun 2006 22:52:37 GMT
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Yes I know what it does, I need to know what I have to put on the map to tell the script were to drop the vehicle.

Subject: Re: JFW_Vehicle_Buy_Poke
Posted by Whitedragon on Wed, 07 Jun 2006 00:05:55 GMT
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That script creates the vehicle at your teams vehicle factory, just like if you bought it from the PT. The script you want is JFW_Preset_Buy_Poke.

Subject: Re: JFW_Vehicle_Buy_Poke
Posted by ghost on Wed, 07 Jun 2006 01:56:35 GMT
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I recall when i made some "turboaow" maps. It would crash my crazyaow server whenever a non CP user used a switch

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Subject: Re: JFW_Vehicle_Buy_Poke
Posted by Spetz5 on Wed, 07 Jun 2006 02:14:25 GMT
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Whitedragon wrote on Tue, 06 June 2006 19:05That script creates the vehicle at your teams vehicle factory, just like if you bought it from the PT.
The script you want is JFW_Preset_Buy_Poke.

Ahh thank you, Your help is much appreciated.