
Subject: my own purchase terminal on a car
Posted by [Anonymous](#) on Sun, 29 Dec 2002 13:58:00 GMT
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hello i want to make my purchase terminal on the back of the car.must i use a script for this to make a purchase terminal on the car

Subject: my own purchase terminal on a car
Posted by [Anonymous](#) on Sun, 29 Dec 2002 16:21:00 GMT
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Use cinematics, attach the PT preset to a bone on the back of your vehicle. Ask Taximes, he figure it out yesterday.

Subject: my own purchase terminal on a car
Posted by [Anonymous](#) on Sun, 29 Dec 2002 18:16:00 GMT
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Well, the problem with attaching it to the back is that you'd have to use the taillight bone, and those are usually too low to the ground, and the PT would causing trouble driving the vehicle.

Subject: my own purchase terminal on a car
Posted by [Anonymous](#) on Mon, 30 Dec 2002 01:57:00 GMT
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to the bone? [December 30, 2002, 01:57: Message edited by: Sparxxx]

Subject: my own purchase terminal on a car
Posted by [Anonymous](#) on Mon, 30 Dec 2002 04:24:00 GMT
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i dont know howbut if i'm in the level editor and see for example a Nod_Mobile_artilleryhow can i attach a PT on the back of the car

Subject: my own purchase terminal on a car
Posted by [Anonymous](#) on Mon, 30 Dec 2002 05:11:00 GMT
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i tested the one of zavian but it's invisibleand you cannot ride with the vehicle no more

Subject: my own purchase terminal on a car
Posted by [Anonymous](#) on Mon, 30 Dec 2002 11:06:00 GMT
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actuly u can drive the arty with the pt u just take the turret up and u can move

Subject: my own purchase terminal on a car
Posted by [Anonymous](#) on Mon, 30 Dec 2002 11:08:00 GMT
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pt's are invisible the the ones in the buildings are part of the building but just with the controller on

Subject: my own purchase terminal on a car
Posted by [Anonymous](#) on Mon, 30 Dec 2002 18:38:00 GMT
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actually, anything can be a PT, its just a Leveledit Simple Zone. I made a few Tiled Preset into PTs for a DM map. (Soda machine and Snack machine)but a Vehicle is different because it has animation bones.
