
Subject: Flying!

Posted by [Ryu](#) on Sun, 03 Dec 2006 10:17:49 GMT

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Does anyone know the name of the script that makes you fly?

Subject: Re: Flying!

Posted by [Jerad2142](#) on Sun, 03 Dec 2006 18:05:19 GMT

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JFW_Flying_Infantry

Subject: Re: Flying!

Posted by [Ryu](#) on Mon, 04 Dec 2006 13:45:31 GMT

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Thanks!

Subject: Re: Flying!

Posted by [BlueThen](#) on Mon, 04 Dec 2006 17:52:40 GMT

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Jerad Gray wrote on Sun, 03 December 2006 12:05JFW_Flying_Infantry

Causes Level Edit to crash for me.

Subject: Re: Flying!

Posted by [Jerad2142](#) on Mon, 04 Dec 2006 20:59:01 GMT

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[quote title=bluethen wrote on Mon, 04 December 2006 10:52]Jerad Gray wrote on Sun, 03 December 2006 12:05JFW_Flying_Infantry

Try "JFW_Flying_Infantry_Custom" remember this scripts message, and then attach the script "JFW_Timer_Custom" to the infantry, and have it send the specified message to an object (remember the objects id) that has the script "JFW_Reflect_Custom" attached to it (the object on your level not the infantry)!

Try that, if you need help just ask!

Although it shouldn't crash level editor, because level editor does not actually read the scripts, it will only crash if you leave a parameter blank, check and make sure that all the objects have the

correct (or existing) 3d models to match, this is well know for crashing level editor.

Subject: Re: Flying!

Posted by [Ryu](#) on Tue, 05 Dec 2006 22:07:28 GMT

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Didn't crash Level Edit for me.

Subject: Re: Flying!

Posted by [Jerad2142](#) on Wed, 06 Dec 2006 02:43:43 GMT

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And it shouldn't.

Subject: Re: Flying!

Posted by [BlueThen](#) on Wed, 06 Dec 2006 20:51:55 GMT

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Ah. nevermind. Just crashed like it does in other random moments :/ I'll just have to remember to save every two seconds.

Subject: Re: Flying!

Posted by [Jerad2142](#) on Wed, 06 Dec 2006 21:03:36 GMT

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If you are doing a lot with level editor watch out for the following things: CNC_GDI_APC, CNC_GDI_Orca, CNC_NOD_APC, CNC_NOD_Apache, leaving script presets blank, if you set up a .3d model in level editor and forget to put .w3d at the end, doing any of these things will crash level editor.

Subject: Re: Flying!

Posted by [Veyrdite](#) on Sun, 10 Dec 2006 08:40:03 GMT

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dont those scripts have in/out versions?
