Subject: RA_Underwater_On_Custom
Posted by nopol10 on Mon, 04 Dec 2006 02:46:55 GMT
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How do I use this script: RA_Underwater_On_Custom
and how do I make an object get destroyed when something else (eg. A turret) is destroyed?

Subject: Re: RA_Underwater_On_Custom
Posted by Jerad2142 on Mon, 04 Dec 2006 04:51:35 GMT
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First you will need to attach the script "RA_Underwater_Zone" to a script zone, then you will have to "RA_Underwater_On_Custom" to every infantry that will be able to enter the script zone.

You can use the script "JFW_Death_Destroy_Object"

Subject: Re: RA_Underwater_On_Custom
Posted by Theboom69 on Mon, 04 Dec 2006 06:49:41 GMT
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How can i make it so like BCserver u can pay to get a turret back?

Subject: Re: RA_Underwater_On_Custom
Posted by nopol10 on Mon, 04 Dec 2006 12:44:52 GMT
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What do I put under Enter_Message and Exit_Message for the RA_Underwater_Zone?

Subject: Re: RA_Underwater_On_Custom
Posted by Jerad2142 on Mon, 04 Dec 2006 15:42:36 GMT
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That would be the message you want sent to the infantry (these messages will change the screen color when entering the zone, and also kill you). The numbers just have to match with the other script to make it work.