Subject: scripts help
Posted by futura83 on Tue, 15 May 2007 14:34:33 GMT
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What are the script names for:

A random teleport script

A script that changes team to neutral on spawn

A script that will kill an object after X time

Ill ask for more when i need them

Subject: Re: scripts help
Posted by futura83 on Tue, 15 May 2007 17:12:06 GMT
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no-one knows?

Subject: Re: scripts help
Posted by Jerad2142 on Tue, 15 May 2007 17:54:08 GMT
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the17doctor wrote on Tue, 15 May 2007 08:34
A random teleport script

Make a spawner that spawns power ups that have teleport customs attached to the, make a lot of clones of these invisible power ups, all teleporting to a different place, Renegade should choose the power up randomly.

the17doctor wrote on Tue, 15 May 2007 08:34
A script that changes team to neutral on spawn

Check the SCUD scripts for this one.

the17doctor wrote on Tue, 15 May 2007 08:34
A script that will kill an object after X time

SUR_Timed_Death

I would go into more detail, but for the last four days work has been keeping me off this site, and this is the only spare time I have until Thursday, wish you luck.

Subject: Re: scripts help
Posted by futura83 on Tue, 15 May 2007 18:10:41 GMT
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thank you.

Subject: Re: scripts help
Posted by futura83 on Wed, 16 May 2007 09:05:31 GMT
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the scud script dosnt work for me

are there any others?

Subject: Re: scripts help
Posted by futura83 on Wed, 16 May 2007 15:02:59 GMT
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noone knows

Subject: Re: scripts help
Posted by Jerad2142 on Thu, 17 May 2007 02:15:08 GMT
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Attach the scud script to the soldiers, not the spawner, then attach a timer script and your done.