

---

Subject: Need help with gmax.  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 21:33:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I start the program and it displays the splash. After that, it shuts down. Reinstalling doesn't help. Gmax has worked fine before, so I don't know what the problem is. [ February 05, 2003, 16:37: Message edited by: jordybear ]

---

---

Subject: Need help with gmax.  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 23:30:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I was wondering if it was possible to allow vehicles to pick up amunition crates.If it can be done then i will impliment this in my next mod.....this could be usefull for spawning orca and apache missiles at the helipads at regular intervals.Eric.

---

---

Subject: Need help with gmax.  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 03:41:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Maybe you selct an invalid driver for display at the first startup?Try the Software render.

---

---

Subject: Need help with gmax.  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 03:46:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I tried this before and it don't work.I've asked JW and he said he think it can't be don by scripting also.

---

---

Subject: Need help with gmax.  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 12:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think reload crates would do it if you limited the ammo load that vehicles carry. Nice idea.

---

---

Subject: Need help with gmax.  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 16:42:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

startup?Try the Software render.The one I used before this problem is the one I am using now.

---

---

Subject: Need help with gmax.  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 17:43:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'd say Re-Download.

---

---

Subject: Need help with gmax.  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 17:52:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ive been told it cant be done... but something is nagging at the back of my mind telling me that a script zone should work...

---

---

Subject: Need help with gmax.  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 18:16:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I havent seen anything in the scripts.dll yet that could add ammo to vehicles but there are still commands that are not yet discovered.

---

---

Subject: Need help with gmax.  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 18:34:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by MoDMaNiA:I'd say Re-Download.I've tried that too.

---

---

Subject: Need help with gmax.  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 20:38:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

it's gotta be something simple.....maybe a bone that the crate script looks for before it rewards the powerup?Eric.

---

---

Subject: Need help with gmax.  
Posted by [Anonymous](#) on Thu, 06 Feb 2003 03:21:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

As I said, I talked to JW and he said it is NOT possible trough a script zone.

---

---

Subject: Need help with gmax.

Posted by [Anonymous](#) on Thu, 06 Feb 2003 16:14:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

how bout a respawn of the vehicle?.....make the vehicle silently dissapear{be destroyed} and then respawn the same vehicle at the exact same coordinates.....granted the driver would have to exit and re-enter.Hmmm.....just had an idea.....can the existing refuel script be modified to be used to fill up ammunition?Eric.

---