
Subject: Spawning weapons on a vech
Posted by [Tankkiller](#) on Mon, 09 Jul 2007 05:10:04 GMT
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Um, yes... I been surfing the high seas looking for this. (Arrh...).

I would like a tutorial on how to make weapons respawn on vechs. Like a respawning a rocket on the v-2 in apb and the tomahack missile launcher in scud storm.

Much help apercated.

Subject: Re: Spawning weapons on a vech
Posted by [_SSnipe_](#) on Tue, 10 Jul 2007 08:31:52 GMT
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i think u cant that was a mod that they did that on

Subject: Re: Spawning weapons on a vech
Posted by [futura83](#) on Tue, 10 Jul 2007 09:14:52 GMT
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You'll have to ask the guys working on APB and AR that, cos i believe they got it working...

Subject: Re: Spawning weapons on a vech
Posted by [reborn](#) on Wed, 11 Jul 2007 11:27:53 GMT
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Kinda possible server side:

I believe that vehicle models are all one big model, so you can't attach the turret of a med to a flame tank (but I have not looked extensively).

However it should be possible to say add a rocket launcher model to the bone of a vehicle. Setting it up to actually fire anything is another matter entirely...

Subject: Re: Spawning weapons on a vech
Posted by [sadukar09](#) on Wed, 11 Jul 2007 15:05:00 GMT
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Right now APB V2s' Rocket DOES NOT disappear after launch >.< They just did a Truck which spawns a projectile that looks like a V2 (not targetable) an Scud is dead.

Subject: Re: Spawning weapons on a vech
Posted by [Jerad2142](#) on Thu, 12 Jul 2007 07:22:30 GMT
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Easier just to do it through animation, then use the RA2 animation script that animates on fire, make the animation make the rocket invisible.
