
Subject: Unteamed spawners
Posted by [Veyrdite](#) on Sun, 29 Jul 2007 00:54:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think this has been discussed before, but i seached the forums and didn't find what i wanted.
How do i change a players team to unteamed when they go through a script zone?

Subject: Re: Unteamed spawners
Posted by [Veyrdite](#) on Sun, 29 Jul 2007 05:23:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

its been 4 hours, what happened to the lively community?
JFW_Show_Info_Texture
what dimentions and what for?. Does it simply display a texture onscreen for a certain amount of time?

Subject: Re: Unteamed spawners
Posted by [Veyrdite](#) on Sun, 29 Jul 2007 09:35:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

i want to make Civ_Female_v1a stay in a seated position, what bones do i extract and how do i force them on the character?

Subject: Re: Unteamed spawners
Posted by [Veyrdite](#) on Sun, 29 Jul 2007 10:32:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

One more thing, how do you attach certain vertexes of a vehicle from a mesh whethers its the chassis,suspention bla bla to the wheelCbone? Like on all the WW vehs, the higher the body from the wheel the longer the suspention.
