

---

Subject: script or a way to lock vehicle spawns  
Posted by [Titan1x77](#) on Wed, 22 Aug 2007 09:39:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I need to keep GDI out of nod's vehicle spawns and vice versa

I could of swore there was a way to keep the spawned vehicle locked from the enemy team until someone hops in then out.

---

---

Subject: Re: script or a way to lock vehicle spawns  
Posted by [Slash0x](#) on Wed, 22 Aug 2007 09:55:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

"NH\_SetTeam\_OnLeave" I believe is the one you are looking for...

---

---

Subject: Re: script or a way to lock vehicle spawns  
Posted by [Titan1x77](#) on Wed, 22 Aug 2007 21:43:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I thought this script just sets the team when you hop out, ill give it a try on the spawner anyways

---

---

Subject: Re: script or a way to lock vehicle spawns  
Posted by [Titan1x77](#) on Thu, 23 Aug 2007 00:43:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

yea that doesnt work

Isnt there a kick ocmmand for people getting in vheilces they shouldnt, vlokfboky is making a script for me, i guess noone ever made one b4

---

---

Subject: Re: script or a way to lock vehicle spawns  
Posted by [Slash0x](#) on Thu, 23 Aug 2007 02:21:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sorry, haha, I didn't read your entire message. xP

Yeah, to the best of my knowledge, there isn't a script for such a thing yet. Unless you had it "spawn" on buy, then you cannot do it to the best of my knowledge.

---