
Subject: choppers

Posted by [Poskov](#) on Wed, 07 Jan 2009 20:48:14 GMT

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how do u make aircraft get built from the helipad instead of the airstrip or weapons factory?

Subject: Re: choppers

Posted by [Spyder](#) on Wed, 07 Jan 2009 20:54:06 GMT

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Place a vehicle creation zone on the helipad instead of the airstrip.

Subject: Re: choppers

Posted by [Poskov](#) on Wed, 07 Jan 2009 21:05:33 GMT

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would that make tanks and stuff build there too?

Subject: Re: choppers

Posted by [Spyder](#) on Wed, 07 Jan 2009 21:06:45 GMT

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Why is it called a 'Vehicle Creation Zone'?

Subject: Re: choppers

Posted by [Poskov](#) on Wed, 07 Jan 2009 21:12:21 GMT

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dude, u arent getting me, i want:

tank come from weapon factroy

heli come from helipad

Subject: Re: choppers

Posted by [Spyder](#) on Wed, 07 Jan 2009 21:17:58 GMT

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You can't...You'll have to use trigger events. Put a switch somewhere, add a script to it which removes the amount of cash from the player and spawn the vehicle on the helipad.

Subject: Re: choppers
Posted by [Poskov](#) on Wed, 07 Jan 2009 21:20:36 GMT
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dude have u ever played apb?
or the virtual museum mod rrutk2 made?
they got it down, so its possible, i just need to know how

Subject: Re: choppers
Posted by [Spyder](#) on Wed, 07 Jan 2009 21:22:28 GMT
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Then ask them.

And no, I don't play full conversion mods or pkg mods...

Subject: Re: choppers
Posted by [reborn](#) on Wed, 07 Jan 2009 21:26:28 GMT
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In APB there is a poke and buy type terminal, it just creates the vehicle preset at a Vector3 that's defined by the user after taking money from the player. There's a little more to it then that, but it's simple enough to create you own one, or just use the same one APB uses.

Subject: Re: choppers
Posted by [Spyder](#) on Wed, 07 Jan 2009 21:29:58 GMT
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Yea, that's the same thing I told him.

And another thing...I think Poskov is rather pushy. Be more polite to the people responding to your topics. We are trying to help and it seems like you don't appreciate it.

Subject: Re: choppers
Posted by [Poskov](#) on Wed, 07 Jan 2009 21:33:35 GMT
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reborn dude, you're talking bout the newest apb right?
where the heli flies in from the edge of the map onto the pad?

Subject: Re: choppers
Posted by [Di3HardNL](#) on Wed, 07 Jan 2009 21:34:38 GMT
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Nero wrote on Wed, 07 January 2009 13:29Yea, that's the same thing I told him.

And another thing...I think Poskov is rather pushy. Be more polite to the people responding to your topics. We are trying to help and it seems like you don't appreciate it.

Nero is right. Poskov you have to change your attitude if you are asking things and you are being some what rude to the guy that tries to help you solve it. Ty

Subject: Re: choppers
Posted by [Poskov](#) on Wed, 07 Jan 2009 21:36:32 GMT
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u guys r alright,
but there are some rather rude people here
so it gives me a negative influence when i come

Subject: Re: choppers
Posted by [reborn](#) on Wed, 07 Jan 2009 21:39:20 GMT
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The current version of APB uses scripts.dll 3.4.4 and has the poke and buy script in it. You could create your own code to use a cinematic file to bring the chopper in.

Subject: Re: choppers
Posted by [Poskov](#) on Thu, 08 Jan 2009 21:01:20 GMT
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so how would 1 go about doin this?

Subject: Re: choppers
Posted by [_SSnipe_](#) on Thu, 08 Jan 2009 21:39:00 GMT
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Poskov wrote on Thu, 08 January 2009 13:01so how would 1 go about doin this?
heres a guess and iv also done something like this

I put the heli pad on a map then put like something to POKE on so when i click it created an object

at xyz location which was the helis preset and the location was like 5 feet above the heli so it gently fell on heli pad

Subject: Re: choppers
Posted by [mr£Ä\\$Ä-z](#) on Thu, 08 Jan 2009 22:03:14 GMT
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Just Wondering how do i add new Puchase Icons to the Sidebar, im gonna take a look later or someone tells me now that would be a nit faster

Subject: Re: choppers
Posted by [BlueThen](#) on Thu, 08 Jan 2009 22:20:03 GMT
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Poskov wrote on Thu, 08 January 2009 15:01so how would 1 go about doin this?
Here's a video "poke buy" tutorial on renhelp.net
<http://renhelp.net/index.php?mod=Tutorials&action=view&id=101>
Try checking that out.

Subject: Re: choppers
Posted by [Poskov](#) on Sat, 10 Jan 2009 15:26:38 GMT
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thanks yo, u cool man
