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Subject: Death in vehicle

Posted by [Poskov](#) on Thu, 19 Mar 2009 01:16:57 GMT

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How do you use the JFW\_Driver\_Death script, so when your vehicle explodes, you die?

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Subject: Re: Death in vehicle

Posted by [Genesis2001](#) on Thu, 19 Mar 2009 15:28:17 GMT

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There's a readme included in the scripts.dll download. In fact, there's like 23950873029 readmes (exaggerating the number of course).

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Subject: Re: Death in vehicle

Posted by [Poskov](#) on Fri, 20 Mar 2009 02:07:18 GMT

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you mean bhs.txt right?

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Subject: Re: Death in vehicle

Posted by [Jerad2142](#) on Fri, 20 Mar 2009 13:35:26 GMT

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Zack wrote on Thu, 19 March 2009 09:28 There's a readme included in the scripts.dll download. In fact, there's like 23950873029 readmes (exaggerating the number of course).

Its not listed in any of the readme's, I just checked

Poskov wrote on Wed, 18 March 2009 19:16 How do you use the JFW\_Driver\_Death script, so when your vehicle explodes, you die?

Are you sure thats what its called, I'm not finding it in the source code either (although I've seen this script before, under 2.9ish I believe)?

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Subject: Re: Death in vehicle

Posted by [Poskov](#) on Sat, 21 Mar 2009 03:57:42 GMT

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I'm using scripts 3.4.4.

I am SO sure its there, last time I checked with LE. Though, that may not be its exact name, probably isn't.

Regardless, there's a script in apb which does the something.

(RA\_Driver\_Death)

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Subject: Re: Death in vehicle  
Posted by [rrutk](#) on Sat, 21 Mar 2009 13:28:17 GMT  
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use this:

JFW\_Damage\_Occupants\_Death (when the vehicle with this script on it is killed, all occupants are damaged)

Damage (how much damage to do)

Warhead (the warhead to use)

Set damage to 1000 or something like that.

Attach the script to the vehicle.

I guess, the RA-script has to be attached to the soldier.  
So this is easier.

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Subject: Re: Death in vehicle  
Posted by [Jerad2142](#) on Sat, 21 Mar 2009 16:26:25 GMT  
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Poskov wrote on Fri, 20 March 2009 21:57 I'm using scripts 3.4.4.

I am SO sure its there, last time I checked with LE. Though, that may not be its exact name, probably isn't.

Regardless, there's a script in apb which does the something.  
(RA\_Driver\_Death)

That script doesn't work for that anymore, the original version did but that was when it was still under the name of Renalert, now that script has been revised and won't suit your purposes.

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Subject: Re: Death in vehicle  
Posted by [F1AScroll](#) on Sun, 22 Mar 2009 16:37:18 GMT  
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What's it do now?

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Subject: Re: Death in vehicle  
Posted by [Jerad2142](#) on Sat, 28 Mar 2009 16:24:54 GMT  
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rrutk wrote on Sat, 21 March 2009 07:28 use this:

JFW\_Damage\_Occupants\_Death (when the vehicle with this script on it is killed, all occupants are damaged)

Damage (how much damage to do)

Warhead (the warhead to use)

Set damage to 1000 or something like that.

Attach the script to the vehicle.

I guess, the RA-script has to be attached to the soldier.

So this is easier.

Use that one, I forgot about it, just give it a blamokiller warhead, and a damage of 9999.

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