
Subject: M05_Nukebits

Posted by [Darknes2](#) on Tue, 19 May 2009 12:50:22 GMT

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yeah.. ok is thee a way i can make M05_Nukebits a pokieable object because none of my poke scripts work on it and i deperately need them to. i really DONT want to simulate a poke i really want and actual poke to work :S

Subject: Re: M05_Nukebits

Posted by [danpaul88](#) on Tue, 19 May 2009 13:15:56 GMT

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What type of preset is it? Only certain types of presets support being poked.

Subject: Re: M05_Nukebits

Posted by [Darknes2](#) on Tue, 19 May 2009 22:38:12 GMT

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i think its a decoration phys thing..

can i change what type of object it is server side without making stuff crash?

Subject: Re: M05_Nukebits

Posted by [danpaul88](#) on Wed, 20 May 2009 08:43:46 GMT

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No, you can't change a preset server side. You might be able to temp them though, I am not sure... if you can then you could just temp something that's pokable and change it's model to match.

I don't really get involved with server side modding myself, I prefer original Renegade to all these wierd servers with buy commands and zomg-invisibul-flyin-havooks-roflcakes rubbish that seem to be appearing everywhere.

Subject: Re: M05_Nukebits

Posted by [Darknes2](#) on Wed, 20 May 2009 12:40:25 GMT

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well no i dont like servs with extreme mods either i enjoy the buy commands and stuff though but i dont like invisablw flying chickens with obby guns... its just insane i mean buying a med for twice its price in the battle feild is fun buy getting spawnkilled by something small , flying, and invisible is not.

but this isnt for a fight server its for my building serv. and i need to be able to tell the server to create it after map load :S
