
Subject: Possible to purchase turrets..
Posted by [Titan1x77](#) on Sun, 15 Jun 2003 23:27:48 GMT
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1st off... is the equipment in the purchase settings in level edit possible?

2ndly can you replace a vehicle or charater with a spawn...and have it appear at an exact location...I know there might be scripts for purchasable spawns...but not sure which one.

Subject: Possible to purchase turrets..
Posted by [Imdgr8one](#) on Mon, 16 Jun 2003 00:36:15 GMT
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It is very possible to purchase bases, buildings(not too familiar with this), and turrets.

Namehunter did this a LONG LONG time ago.

Subject: Possible to purchase turrets..
Posted by [Aircraftkiller](#) on Mon, 16 Jun 2003 00:54:43 GMT
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Not coincidentally, it sucked ass to play, too.

Subject: Possible to purchase turrets..
Posted by [Imdgr8one](#) on Mon, 16 Jun 2003 01:00:33 GMT
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WEll yes,

But then again I still have that mod in my directoryu somehow

Subject: Possible to purchase turrets..
Posted by [mike9292](#) on Mon, 16 Jun 2003 02:55:32 GMT
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Imdgr8oneWEll yes,

But then again I still have that mod in my directoryu somehow
id gladly take it off your hands

Subject: Possible to purchase turrets..

Posted by [\[REHT\]Spirit](#) on Mon, 16 Jun 2003 02:56:55 GMT

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If by exact location, you mean buy it and it appears there, make a daves arrow preset, set the vehicle button to the daves arrow, and make the daves arrow use a text cinematic that'll spawn it at the given co-ords.

If you mean buy a beacon and deploy it type of thing, just a powerup or something for a beacon and attach a test cinematic to the beacon preset or something.

ACK, one tiny question.....if it sucked.....why did people bug him to continue it or his other mods when he said he was done? Just a question.

Subject: Possible to purchase turrets..

Posted by [Aircraftkiller](#) on Mon, 16 Jun 2003 03:42:10 GMT

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Because people like stupid things, and NameHunter was into that sort of deal.

Subject: Possible to purchase turrets..

Posted by [Madtone](#) on Mon, 16 Jun 2003 03:55:24 GMT

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AircraftkillerBecause people like stupid things, and NameHunter was into that sort of deal.

I like being stupid, and i like stupid things, i think thats what makes stupid people, take a look at me as your prime example

what the hell am i talking about ??

(takes another gulp of Bourbon)

Subject: Possible to purchase turrets..

Posted by [Titan1x77](#) on Mon, 16 Jun 2003 04:30:07 GMT

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[REHTSpirit]If by exact location, you mean buy it and it appears there, make a daves arrow preset, set the vehicle button to the daves arrow, and make the daves arrow use a text cinematic that'll spawn it at the given co-ords.

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ACK, one tiny question.....if it sucked.....why did people bug him to continue it or his other mods when he said he was done? Just a question.

Let's say i just want to use the spawner creation effect...i just make the spawn preset...and tell daves arrow to point to that ?

Subject: Possible to purchase turrets..
Posted by [TheMouse](#) on Mon, 16 Jun 2003 16:54:17 GMT
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Imdgr8oneWEll yes,

But then again I still have that mod in my directoryu somehow special. could you email it to me or something?

Subject: Possible to purchase turrets..
Posted by [\[REHT\]Spirit](#) on Mon, 16 Jun 2003 18:16:29 GMT
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Titan1x77[REHTSpirit]If by exact location, you mean buy it and it appears there, make a daves arrow preset, set the vehicle button to the daves arrow, and make the daves arrow use a text cinematic that'll spawn it at the given co-ords.

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ACK, one tiny question.....if it sucked.....why did people bug him to continue it or his other mods when he said he was done? Just a question.

Let's say i just want to use the spawner creation effect...i just make the spawn preset...and tell daves arrow to point to that ?

Text scripts, as far as I know, cant spawn spawners.

Sooo.....ummm.....no clue there, lol.

Now you could have a custom script enable the spawner when the daves arrow is made.

Subject: Possible to purchase turrets..
Posted by [Majiin Vegeta](#) on Mon, 16 Jun 2003 18:42:37 GMT
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NH tech assault mod thingy was quite fun to play..looked a bit messy but still was interesting to

play
