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Subject: I need some help with scripting  
Posted by [Ferhago](#) on Sat, 01 Nov 2003 18:05:08 GMT  
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I have a question about making text cinematic scripts. Anyone who can help me I give thanks in advance.

Is there anyway to negate a script once it has been put in?

Such as you put something like "M00\_Disable\_Transition"

Would there be a way to disable that script or would you need activate another script to cancel it out? Because this is the case with disable collision.

I ask because im looking for a way to negate disable transition

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Subject: I need some help with scripting  
Posted by [General Havoc](#) on Sat, 01 Nov 2003 18:22:21 GMT  
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If you can explain what you are using the script on/with/for I may be able to understand what you mean properly. But M00\_Disable\_Transition is used on vehicles to stop the enter/exit transitions from being used.

I sort of understand what you are trying to do but if you can explain where your using it and what you want it to do I can maybe figure somehting out.

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Subject: I need some help with scripting  
Posted by [Ferhago](#) on Sat, 01 Nov 2003 18:31:08 GMT  
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Well im trying to get the nod turret to be enterable and usable

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Subject: I need some help with scripting  
Posted by [Cpo64](#) on Sat, 01 Nov 2003 18:35:07 GMT  
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I don't think that is posible with a text script.

The script you are talking about will dissable trasitions that already exist. But the Turret doesn't have any in the first place.

But if you were using this in a mod (level/map) you could make a temp of the turret, add transtions, then it would work.

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Subject: I need some help with scripting

Posted by [General Havoc](#) on Sat, 01 Nov 2003 20:24:11 GMT

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Yeah this is way easier than it looks. Just open up your map and stick "GTH\_User\_Controllable\_Base\_Defence" script onto it in leveledit and away you go. You may have to add vehicle transitions to the turret first if it doesn't have them but thats a 2 minute job.

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Subject: I need some help with scripting

Posted by [Ferhago](#) on Sat, 01 Nov 2003 21:03:51 GMT

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Ok but im not making a map. I was trying this for a drop script.

Anyway I tried it and it didnt work on a drop script. And I can't make a map beleive me I tried

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