Subject: Small script Q
Posted by Kamuix on Tue, 27 Jun 2006 00:52:22 GMT
View Forum Message <> Reply to Message

For this line of code, how do I match up the spawning properties with the spawning code.

Thanks for any help!

File Attachments
1) S1.JPG, downloaded 792 times

```
Commands->Disable_Physical_Collisions(Commands->Create_Object("GDI Gunboat",Pos));
Pos.Z += 35;
Commands->Disable_Physical_Collisions(Commands->Create_Object("GDI_Ceiling_Gun_AGT",Pos));
Pos.Z += 15;
Pos.Y += 0;
```