Subject: Re: Purchase Vehicles
Posted by SODPaddy on Tue, 19 Feb 2008 20:20:23 GMT

pvtschlag wrote on Tue, 19 February 2008 21:10void Create_Vehicle(const char *Preset_Name,float Delay,GameObject *Owner,int Team); //creates a vechicle,dont know what Delay is for,Owner is for the owner of the vechicle,Team says which sides factories to create it at Never tried using it before but I assume it works.

Yes In CTF The Airstrip and Warfactory disabled - i have some erros look my post before

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