Subject: Re: OrcaLift
Posted by IronWarrior on Fri, 02 May 2008 11:55:42 GMT
View Forum Message <> Reply to Message

You can do anything if you got the skills for it.

You can setup aircraft with limited ammo and fuel if you want, there is a few maps out there that are like that and when you run out of fuel, which is based on a timer script, you crash.

You could attach a script to the vehicle that would reset the timer and rearm the Orca with ammo.

I don't know how mobile scripts/zones work but I guess there is a way as if you look at the mobile gap vehicle in the APB and the Radio Jammer.