Subject: Re: help with PT's
Posted by danpaul88 on Thu, 29 May 2008 15:35:52 GMT
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Try attaching JFW_Destroy_Self_Timer to the PT presets for both the GDI and Nod teams and setting the Time to 0 (or 1 if that does not work). It should cause the PT's to destroy themselves as soon as they are created, and *should* work server side.

As for how to do it, you should read up on server side modding if you don't already know how to do that. There are plenty of tutorials, such as those on www.renhelp.net.

Quote:JFW_Destroy_Self_Timer (when created, a timer is started, when the timer expires, the object is destroyed)
 Time (how long the timer should run for)
 TimerNum (what number to use for the timer)