Subject: JFW_Follow_waypath - possible to delay?
Posted by bigwig992 on Tue, 04 May 2004 00:12:58 GMT

You could try spawning the vehicle through a cinematic and do this:

-0 Create_Object, 0, "spawnbones", 0, 0, 0, 0 (or whatever)
-0 Create_Real_Object, 1, "GDI_Humvee", 0, "box01" (or whatever)
-600 Attach_Script, 1, "JFW_Follow_WayPath", "145465465", "1.00" (or whatever)

-1000 Destroy_Object, 0