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[{AHS} SONIC](#)

Posted: May 3 2007, 10:23 PM

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there are plenty of ways to do this, but i can only think of 3 rite now.

1. change the name of the .vehicle file.
example: spaceship.vehicle could be changed to mp_warthog.vehicle and will now show up all of your maps. be sure to add the .vehicle into the name of the vehicle or else sapien or guerilla wont be able to recognize the file. you can change the name to any vehicle you see in the halo campaign. the file names of the vehicles used in halo read as: (reciting from memory please check these later if they do not work) scorpion_mp, banshee_mp, mp_warthog, c_gun_turret_mp, rwarthog_mp, ghost_mp.

2.edit the globals tag. (thanks to ender)



Administrator



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open guerrilla. in guerrilla open globals.globals and scroll down untill you see a section called "vehicles". you can only have 6 vehicles in a map with this process, so choose wisley. click the three dots and browse for your vehicle file.

3.script them in.

this is a little harder depending on your experience with scripting. basically, we can give your vehicle a name and use the object_create command to make the script spawn the vehicle every 2 minutes, regardless of the servers vehicle respawn time. lets say we are going to script in a jet. lets name the jet "jet". so in the script we would type in:

CODE

```
(global boolean is_server false)

(script startup load_settings
(if (!= (unit_get_health check_vehicle) -
1)
(set is_server true)
(script continuous spawn_vehicle
(sleep 200)
(object_create_anew jet)
)
)
)
```

In the code sequence

CODE

```
(object_create_anew jet)
```

Be sure to change "jet" to the name of your vehicle.

you can have an unlimited (by unlimited i mean up to 6 150 kb scripts) through this process. I hope you enjoy your new vehicles!

tutorial by {AHS}SONIC

~SONIC~

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Script Execution time: 0.0137



14 queries used



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