Install Instructions

Step 1 - Files

The files you will have to include in your map folder are these.

- buyableObjects.lua

Install lua file in moddesc with these lines .

<extraSourceFiles>

<sourceFile filename="buyableObjects.lua"/>

</extraSourceFiles>

Step 2 - Import

Import the trigger.

Step 3 - User Attributes

spawnTime

How long time from that the trigger have been emptied till an new object is created.

buyScale

How much the object will cost (object cost * buyScale = real cost)

heightOffset

Adjust this value if you need the object to be created above ground level.

filename

Path to i3d object.

isPallet

If checked then object spawn will be an FillablePallet if not checked it will be an bale.

Step 3.1 - User Attributes   - Optional -

Set these if you only want objects to be spawn between set times, set in hours. Set both to 0 to disable.

startHour

1 - 24

stopHour

1 - 24

Credits

Script: Xentro