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Subject: C130 drop.txt

Posted by [Anonymous](#) on Mon, 18 Nov 2002 10:12:00 GMT

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quote:Originally posted by npsmith82: quote:Originally posted by generalfox:Is there one that can drop Recon bikes after a vehicle has been purchased that doesn't screw up the harvesters and/or vehicles other people can get into.For some reason, the peoples vehicles only work if I can see the vehicle.What exactly do you mean here? You totally confused a really simple point i'm sure.You mean you want a c130 script to spawn a nod recon bike after a vehicle is purchased, right? How would this screw up the harvesters/other vehicles? Other than when it's spawned to early, and the two units are bound together?If so, just delay the spawn event to 100 or so frames later. quote:Originally posted by rjs87:Does anyone know the answers to any of my second post's questions.As for you, just explain EXACTLY what you want, and i will script it for you.How would I know why it messes up the harvester, they just don't move unless I'm watching them all the time.

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