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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sun, 17 Nov 2002 12:22:00 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.Ok this is EXACTLY what I want:1. I want units that only spawn after a vehicle spawns. (not every 20 seconds). And also have attached scripts which will kill the enemy and follow one of their own teammates. 2. The names of all the units so that I can make little changes whenever I want.Is that enough or do you need more?

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