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Subject: Multiplayer Reinforcements

Posted by [Burn](#) on Thu, 03 Mar 2005 22:07:54 GMT

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You're of course familiar with the Nod reinforcements in single player, right? Transport helicopters come close to the ground and the men jump out on a rope.

I'd like to make this same thing, but for multiplayer. I'm sure it involves a cinematic and a script.

Can anyone give me a link to a tutorial that says anything related to this? Or, if anyone has the time can they explain to me how to do this?

I think this would just be a neat effect...

Anyone? Anyone?

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