
Subject: Helipad Tutorial

Posted by [\[REHT\]Spirit](#) on Sun, 04 May 2003 14:07:00 GMT

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If it doesn't fly through the roof and all, you can use the scripts

M00_Disable_Physical_Collision_JDG and M00_Enable_Physical_Collision_JDG

Example:

```
; ***** CnC GDI Orca *****  
;  
-0 Play_Audio, "00-N180E",,  
-1 Create_Real_Object, 1, "CnC_GDI_Orca"  
-1 Attach_Script, 1, "M00_Disable_Physical_Collision_JDG"  
-500 Attach_Script, 1, "M00_Enable_Physical_Collision_JDG"  
-5 Attach_Script, 1, "PDS_Test_Follow_Waypath", "WaypathID,First  
WaypointID,LastWaypointID"
```

The -500 would be the frame that the collision is enabled, you might need to change this to like -55 or -1000 based on the length of your path and all.
