
Subject: Re: Vehicle-Carrying Transport Helicopters
Posted by [Cat998](#) on Thu, 02 Feb 2006 21:02:43 GMT
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Dr. Lithius wrote on Thu, 02 February 2006 20:18Here's my question. While perfectly possible if computer-controlled, is there some way to hook an empty Transport Helicopter on to an empty vehicle(Recon Bike, Humm-Vee, Mammoth Tank, etc.) so you can plunk it somewhere else on any given map? I would think with all the scripting that goes on, someone would'a found a way to do this, either in a map, or in a custom script file. Just imagine the look of surprise and horror on Nod's faces when they find an MRLS camping out atop the mesa in Walls! Kekekeke!(...yeah, that's about the only applicable situation I can think of right offhand.)

Its a very nice idea, I will try to do that
