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Subject: Re: Script Generator

Posted by [Oblivion165](#) on Thu, 09 Feb 2006 03:15:08 GMT

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dude#1 wrote on Wed, 08 February 2006 21:34 Don't the chinooks only stay around for a certain amount of time anyways? So if you add a ton there gonna be coming out pretty fast which would look odd. And they really don't take long unless your doing something accentric. One annoying thing is when your trying to get several bots to parachute from something.

btw, did you ever get that tutorial on renhelp? I haven't seen it.

It set the crafts time by how long it needs. Its completely like SP.

Ill be adding parachute support aswell, it takes out human error.

I uploaded it, and Leubi hasnt had the time to link it. He said he was going to make me a Moderator panel so i can do that stuff for myself.

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