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Subject: Samsites and Orca's

Posted by [Dorest0rm](#) on Fri, 11 Aug 2006 12:39:42 GMT

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Hi i am modding the map walls into a co-op map where gdi has to attack the nod base wich is captured by mutants

but lets get to the point

Since there is no .lvl file for walls flying id like to know how do i get orca's and transport choppers to work does anyone know how i get these into the map

about the Sam Sites

I have put in alot of samsites but i can't see them ingame how come and how do i add scripts to them?

Thanks in advance,Dorest0rm

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