
Subject: Helipad Tutorial

Posted by [General Havoc](#) on Sat, 24 May 2003 21:23:54 GMT

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Some info:

You can still buy VTOL vehicles after the helipad has been destroyed, the only thing is they won't get delivered as the object that they spawn at would have been destroyed. So for now ignore the whole "TDA_Helipad_Controller" script as it is an optional part of it.

The vehicles should be coming to the helipad and not coming out of the WF or Airstrip. Although the C130 does come down and the WF constructor animations do play. Shortly after this event, the text cinematic should operate making the VTOL vehicle. By the sound of what you're saying I can see what you have done wrong. The fir ORCA that I mention should not be taken notice of, just think of it as a preset. and not a vehicle.

The text cinematic (below) should be your first attempt at operating the script. Move on to the more clever ones when you get the dan thing working correctly. I take it you know how to edit the script below to follow a physical waypath you have made in leveledit. Also you should notice that the preset mentioned in the script will be one one that you get when you buy the thing.

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

This should be saved under the scripts folder of your mod folder as something like "ACK_VTOL_ORCA.txt" then thats the name you type in leveledit where I said to in the tutorial.

Now what I have said is *fairly* simple to do. Just edit the text cinematic correctly with the correct information and test it out. If all that fails contact me at generalhavoc@nodnl.net and I can tell you step by step when your actually in leveledit and i will do it as your doing it so we don't mess up. This is how Dante showed me how to use it.

Don't give up on it. It will make RenAlert work better if you can get it working. I am here to help people.

_General Havoc
