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Subject: Re: parachute spawn

Posted by [Jerad2142](#) on Sun, 28 Jan 2007 08:44:53 GMT

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You would use script zones to activate scripts when a vehicle entered them.

And the only time where the meshes to complex thing would come up is if you were making 3D models (which I just realized you probably are not).

Another thing that can make level editor crash is leaving a script param blank.

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