Subject: Re: Gateshead Re-release
Posted by Cpo64 on Fri, 09 Feb 2007 20:03:09 GMT
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Here it is,
Ensure cargo.w3d stays near by. You might be able to rewrite it so it doesn't need it, I honestly can't remember since its been years.
You may need to edit this line:
-1 Create_Real_Object, 5, "GDI_Transport_Drop", 1, "BN_Trajectory"
GDI_Transport_Drop is a tempted copy of the GDI Transport Helicopter, that has been set to "civilan" and its health and armour has been set to blamo (so people can't blow it up.) If you don't do this, it allows Nod to destroy it, preventing GDI from receiving the vehicle it was carrying.

File Attachments
1) gdi_drop.zip, downloaded 161 times