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Subject: Vehicles

Posted by [Gold Blade](#) on Wed, 09 May 2007 21:02:16 GMT

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Ok, I am trying to make novelty maps. Yes, novelty maps, and if you want one just tell me what you want it to be like.

Anyway, I can get the PCT's (very hard things to do in the first place, PCT's) to display the Vehicles section by using the GDI Weap factory and Nod Airstrip. However, when I try to actually make a vehicle using this it takes some money and time and makes nothing. How do I make the vehicles actually appear? If it's a script, please tell me ALL of it.

Oh, I forgot. How do you make a vehicle already on the map (for testing)?

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