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Subject: Re: cnc\_c130drop.txt

Posted by [Sn1per74\\*](#) on Fri, 15 Jun 2007 19:21:03 GMT

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It's because all of the units are being spawned from the signal flare on the ground. They are all being spawned at the exact same point. Unless they move they will get stuck. First off, I suggest adding M05\_nod\_gun\_emplacement to them. I always use that script to make them fire. Then, instead of spawning them on teh signal flare I would make them spawn on the cargo plane that flies over at DIFFERENT times. The -# determines the amount of time until they spawn. Seperate each bot by about 100 and spawn it from the cargo plane not the flare and they will fall from the plane giving them enough space so they won't get stuck.

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