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Subject: Re: AirStrike function

Posted by [reborn](#) on Thu, 06 Dec 2007 01:23:29 GMT

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read you buggers

Quote:

I set the a10 and lear jet to un-teamed via the objects.gm file because they count towards the vehicle limit otherwise. There are other ways of getting around that, but this seemed easiest. I think I remember a slight issue with it with regards to the cinematics looping after being called. I'm sure that's just changing a 1 to a 0 in the text file somewhere after the animation.

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