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Subject: Re: Crate location and frequency  
Posted by [Khyron263](#) on Tue, 16 Feb 2010 01:14:52 GMT  
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got another one for you. Love your code

I've spent about an hour, so I figured i would post up, I at least try to fix these things...

With your AirStrike function I can't get the base defences to stop shooting at them. any idea's?

I know you said in the thread to attach a destory script to the object, throw me a bone and show me where to do this.... im going to assume it's in the \*.txt files...

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