
Subject: Re: Crate location and frequency
Posted by [Khyron263](#) on Wed, 17 Feb 2010 17:52:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

you mean instead of using a cinematic text file to control the a10s and jets to hard code it into thegmmain.cpp? wouldn't the whole script need to be redone then?

At this point thats a little beyond me

what is we attached the "spy" attributes to the jet objects? that way we can leave the flying, but the base defences will not attack them?

hmmmmm.....
