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Subject: Re: Vetach plugin

Posted by [Omar007](#) on Tue, 19 Oct 2010 14:25:58 GMT

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As far as I see it, you are right danpaul88.

As soon as the vehicle is a VTOL or the script "VT\_CARRYALL\_ATTACHED" is attached, the whole scripts stops running. I don't think that was your idea, robyke

@robyke: You should implement danpaul's idea on the XYZ check

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