Subject: Using helipad logic in MIX maps
Posted by Generalcamo on Sat, 02 Feb 2013 15:26:03 GMT

Hey there.

I am trying to use helipad logic for a new map I am making. I attempted MDB scripts, assigning building type "Helipad" and setting production building to "helipad", but none of them are working. Anyone know how to use these in a MIX map in 4.0? I know I could do it back in 3.4.4, quite easily too.