Subject: Re: Using helipad logic in MIX maps
Posted by Troll King on Mon, 04 Feb 2013 06:57:04 GMT
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Well at this state it is not possible to let the engine logic do it for you. As jonwil stated he will be looking into this.
Hpwever you can make your own scripts that do as you said. To make it look like they are part of normal game logic. I might have time to write a descent version for you of you desire it.