
Subject: Working Helipad Script Preview Video
Posted by [General Havoc](#) on Fri, 14 Mar 2003 00:04:08 GMT
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Well the building itself is separate from the airstrip but if the airstrip is killed then you won't be able to buy the aircraft anymore. If you destroy the helipad then you can either have it so it stop aircraft from being purchased (it will still take you money at the moment, maybe we can sort something out for that in the future). Or you can have it so the helipad just gets destroyed. The aircraft comes down smooth because of the waypath i made it will follow it. Also if some enemy thinks there going to try and be smart by shooting it down from the air then it will attempt to kill the enemy by shootin it with it's weapon.

This script could also be used with the aircraft fuel one if you wanted to. This means that you can set a time limit on the aircraft, after this time expires the aircraft will start to get damaged by explosions (can be set) until it returns to a refuel zone (scriptzone at helipad or something) also we could set the helipad up to repair making it have a use.

Hope i have gave you some ideas to think about for these scripts.

_General Havoc
