Subject: 3 things involving scripts:
Posted by Sidewinder3 on Thu, 07 Apr 2005 04:02:16 GMT

1. Is there a script that makes a lot of aircraft fly around, like in mission 1?
2. Is there a script that makes engineers repair buildings?
3. What script do you use to make orcas/apaches follow a waypath?

I know... i AM a noob. example: i spelled n00b like "noob" :rolleyes:

Subject: Re: 3 things involving scripts:
Posted by WNxCABAL on Thu, 07 Apr 2005 11:39:30 GMT

Sidewinder31. Is there a script that makes a lot of aircraft fly around, like in mission 1?
2. Is there a script that makes engineers repair buildings?
3. What script do you use to make orcas/apaches follow a waypath?

I know... i AM a noob. example: i spelled n00b like "noob" :rolleyes:

1. JFW_Follow_Waypath (just add an Aircraft only waypath in the sky and do the necessary configs)

2. JFW_Cinematic_attack

3. JFW_Follow_Waypath