
Subject: [Soon Release]

Posted by [Anonymous](#) on Thu, 07 Nov 2002 15:01:00 GMT

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C&C_DMVietnamA deathmatch set in Veitnam by a river and a waterfall, a small tiberium feild and plenty of powerups.Does anybody know how to make a apache helicopter spawn point, whenever its destroyed, another one spawns?Can someone help me with a Radar dishfor each team, that when active everyone shows up on radar and when destroyed nobody is shown on radar? [November 08, 2002, 09:19: Message edited by: DeafWasp]

Subject: [Soon Release]

Posted by [Anonymous](#) on Thu, 07 Nov 2002 15:12:00 GMT

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Just use a spawner for the Apache, you can also make it follow a waypath to where ever you want it to land when it spawns using scripts, I would get in contact with SomeRhino about the radar thing

Subject: [Soon Release]

Posted by [Anonymous](#) on Thu, 07 Nov 2002 16:46:00 GMT

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please rename your map to something other than C&C_DMVeitnam...We wouldn't want to annoy ACK. [November 07, 2002, 16:47: Message edited by: bearxor]

Subject: [Soon Release]

Posted by [Anonymous](#) on Thu, 07 Nov 2002 17:10:00 GMT

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lol bear.

Subject: [Soon Release]

Posted by [Anonymous](#) on Thu, 07 Nov 2002 17:16:00 GMT

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quote:Originally posted by bearxor:please rename your map to something other than C&C_DMVeitnam...We wouldn't want to annoy ACK.Oh, the witty sarcasm, I'm mortally wounded...

Subject: [Soon Release]

Posted by [Anonymous](#) on Fri, 08 Nov 2002 09:00:00 GMT

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keep the format, but you might want to fix the spelling...C&C_DMVietnam.mix

Subject: [Soon Release]

Posted by [Anonymous](#) on Fri, 08 Nov 2002 09:19:00 GMT

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fix what spelling?
