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Subject: Humm What script...

Posted by [Viking](#) on Thu, 12 Jan 2006 01:37:13 GMT

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What script will do this.

When a respawning vchile is destroyed unsted of apearing out of thin air a helicopter will carry it in land it then fly off?

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Subject: Re: Humm What script...

Posted by [bisen11](#) on Thu, 12 Jan 2006 21:18:59 GMT

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What i do is make the animation n whatnot into a text file then attach it to a dave's arrow.

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Subject: Re: Humm What script...

Posted by [Viking](#) on Fri, 13 Jan 2006 01:08:32 GMT

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You lost me at "what"?

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