
Subject: A little Help?

Posted by [Anonymous](#) on Sat, 07 Dec 2002 21:47:00 GMT

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I'd like to do this onnnee thing...Instead of having a base in my heightfeildmap, and PT's being in the middle of nowhere I'm come up with an idea. Have a small little mini computer type thing as the PT. What i would want to happen, is when i bought a vehicle, it would show a trans heli fly over and drop the vehicle down to a specified spot. How would i do this? Might as well kill two birds with one stone..Is it possible to make an MCV drive along, and then turn into a construction yard using a timer script? Than after it turns into the CY buildings would pop up around it?~The Retarded Kid who knows nothing about scripts(except for basic AI). [December 07, 2002, 21:47: Message edited by: bigwig992]

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Posted by [Anonymous](#) on Sat, 07 Dec 2002 22:09:00 GMT

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I can be done I would help, but I am busy testing something else... Email me and I'll get around to it within a day or so, Russell_Ziegler@hotmail.com

Subject: A little Help?

Posted by [Anonymous](#) on Sun, 08 Dec 2002 08:11:00 GMT

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with the new scripts Dante and ACK have been using, you could easily do the transport helicopter to bring in vehicles, but for the MCV- I think it has been tried but failed.
