
Subject: Aircraft fuel

Posted by [Spetz5](#) on Tue, 15 Aug 2006 02:39:23 GMT

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Seeing that there is a script for aircraft fuel, JFW_Aircraft_Fuel. How can one utilize this script, so an aircraft will have to return to a helipad every say... 15 min, so they can refuel, and if they dont, they explode.

Subject: Re: Aircraft fuel

Posted by [Veyrdite](#) on Sat, 19 Aug 2006 09:58:21 GMT

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i think there is one used in the map air_base but im not so sure, one type of plane self-destructs when you fly it for too long, but its not the entire script. it may not even be close, but its a start.

(its an orange stubby one with wheels under the wings that is always bouncing around on the helipad.)
