
Subject: flying scripts

Posted by [Anonymous](#) on Tue, 21 Jan 2003 10:03:00 GMT

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hey guys i'm trying to get some orcas to spawn and then fly to a certain part of the base and then land and not do anything. What script should i use?

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Posted by [Anonymous](#) on Tue, 21 Jan 2003 14:31:00 GMT

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Depends what event you want to use to trigger the orca flying in.

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Posted by [Anonymous](#) on Tue, 21 Jan 2003 17:54:00 GMT

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quote:Originally posted by Jonathan Wilson:Depends what event you want to use to trigger the orca flying in.He probably wants to purchase the Orca/Apache from a terminal then have it fly in to the base and land on a Helipad [January 21, 2003, 17:54: Message edited by: Griever89]

Subject: flying scripts

Posted by [Anonymous](#) on Wed, 22 Jan 2003 10:52:00 GMT

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i want it to fly in at the start of the map and then land in the base, but the ones at the moment are set with ai properties so they shoot u if u shoot them

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Posted by [Anonymous](#) on Wed, 22 Jan 2003 14:40:00 GMT

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If you just want something to fly in at the start of the map, just use a cinematic script.

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Posted by [Anonymous](#) on Wed, 22 Jan 2003 23:50:00 GMT

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also, make sure you disable innate behavior, or no matter what, if it is controlled by the game, it will shoot back.

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Posted by [Anonymous](#) on Thu, 23 Jan 2003 07:17:00 GMT

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Or have you ever thinking about a Spawner?
