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Subject: Helipad script tutorial?

Posted by [OrcaPilot26](#) on Fri, 30 May 2003 19:57:47 GMT

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General Havoc: Are you still working on that detailed helipad tutorial, If you can finish it I might actually be able to release C&C Meltdown, Since it has no weapons factory, I can possibly solve the problem of still being able to buy helicopters when the helipad is destroyed even though they don't appear.

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Subject: Helipad script tutorial?

Posted by [General Havoc](#) on Fri, 30 May 2003 23:04:59 GMT

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Well it's not finished and it has a low priority as far as things to do renegade is concerned. ACK and other people said it wasn't any use so thats why it went low. I wrote the tutorial in a post and you should be able to follow it. If you get stuck then email me at [generalhavoc@nodnl.net](mailto:generalhavoc@nodnl.net) and i can send you a mod folder with the script in so you can see how to set it up. I wil warn you though the mod folder will confuse you if you don't understand how the script is setup by reading the tutorial. I can provide help if you need it, just post or email me.

\_General Havoc

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Subject: Helipad script tutorial?

Posted by [OrcaPilot26](#) on Sat, 31 May 2003 02:54:34 GMT

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The way my map is constructed, I should be able to get it to work perfectly. Send me that folder and I might be able to figure it out.

[orcapilot26@hotmail.com](mailto:orcapilot26@hotmail.com)

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Subject: Helipad script tutorial?

Posted by [OrcaPilot26](#) on Tue, 03 Jun 2003 20:45:55 GMT

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I got the helipads to work!

GDI uses the standard helipad and Nod has units dropped by a transport helicopter.

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Subject: Helipad script tutorial?

Posted by [gendres](#) on Wed, 04 Jun 2003 06:04:11 GMT

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cool

when are we going to see them in action?

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