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Subject: Help with new Flying Vehicles

Posted by [Sypher](#) on Thu, 03 Jul 2003 21:20:03 GMT

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Does any one know how to enable Flying Vehicles in the level editor because I have assinged them to a purchase place but they still don't work, All my Flying vehicles are based on "VTOLVehicle". If I change them to Tracked Vehicle or Wheeled Vehicle they work (well not properly, You can hear them but not see them) but when they are VTOLVehicles I can't even buy them. Also As I am introducing new vehicles I would like to change the picture refering to it. I was wondering whether it would be possible to add a TGA image file and if so wat size does it have to be.

Please Reply, Thanks

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Subject: Help with new Flying Vehicles

Posted by [gendres](#) on Thu, 03 Jul 2003 21:32:35 GMT

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In Level Editor go to Edit - Level Settings and check "allow flying vehicles"

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