
Subject: Adding transport helicopter troop deploys to a map

Posted by [DBXMaster](#) on Mon, 01 Dec 2003 15:55:50 GMT

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Does anyone know how to make that animation like in single player where a transport helicopter comes down and drops troops down a rope? I have read the Using text cinematics tutorial by Dante at <http://www.renhelp.co.uk/> many times, I tried that as a cnc_c130drop file and the troop landed on the airstrip but the actual chopper went else where! Is there a way I can make this happen in a certain area or a placed zone?

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Posted by [Dante](#) on Mon, 01 Dec 2003 21:13:18 GMT

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its all dependant on where your path (animation path that is that has the bone in it to move the vehicle) goes, best thing to do is to make sure that it terminates at the point you need it at, rather then start there, which is probably what happened in your case, the reason the troop ended up there is because of the nature of the c130 drop script, the real object always ends up in the vehicle creation zone, unless you REALLY time it right.

Subject: Adding transport helicopter troop deploys to a map

Posted by [laeubi](#) on Tue, 02 Dec 2003 11:51:03 GMT

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You can use a script zone, and the Custom Scripts by JW, use the Enter_Zone_playCInamtic or whatever it is called
