Subject: Paradropping tanks...
Posted by Anonymous on Sun, 09 Feb 2003 15:27:00 GMT
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when i use a beacon to make a tank paradrop,   there are a few problems with the script i use M00_C130_ParaDrop   the Params bieng: CnC_Gdi_Medium_Tank A) when they come from the sky theres always 2 tanksB) the wheels are all messed up, like there to loose So what should i do
 , am i even using the right script? it works for my infentry bots. does a vehicle drop require a different script?   Thanx for any and all help