
Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sun, 08 Dec 2002 18:24:00 GMT

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quote:Originally posted by DeafWasp:I dont really do that stuff, I just make maps (so far).I got to get some maps out soon! lol, im having troubles, but Dante is gunna help me figure out whats wrong so thats all good.Hey if it works in game thats awesome. but what is it exactly? you buy a chopper from the warfactory and then buy a turret and it attaches to the side?Ok, the code I gave in the first post does this:Everytime Nod buys a vehicle, a Chinook comes and circles around and lands (it has an orca attached to it) and then flies off. Then repeats (it's a looping animation). So far canyon is the only one I've found where you can actually get into the orca, but basicly, you can not fly around when you're in the orca, only shoot, because you're attached to the chinook.
