
Subject: Crazy ass fish eye problem :P

Posted by [Anonymous](#) on Fri, 06 Dec 2002 13:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by generalfox: quote:Originally posted by NameHunter:Hmmm, hovercraft a bit tricky. Depends on how you want it. Basicly, do you want it to transport normal vehicles from the aircraft carrier to the shore, or do you want it so when you buy a vehicle a transport with that vehicle comes to the shore? When you purchase a vehicle, the hovercraft brings it to the shore. I ment what he wanted.....For that, all you have to do is make a new building controller that uses a modded c130 text script. In the script, just make the hovercraft play an animation of it going from the carrier to the shore, when it gets to the shore make a vehicle that is attached to the hovercraft, and then deattached. The vehicle's name should be Cargo so it makes the vehicle bought at the PT.
