

---

Subject: Nod weapons factory

Posted by [Dante](#) on Fri, 04 Apr 2003 19:28:38 GMT

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

---

hell, i have a map that has two helipads, and 6 guard towers on it... all the vehicles are dropped via chinooks on the helipads, and it works like the airstrip... and, the mutant factory works just like the WF as it creates them in the bay...

don't knock your brains TOO hard figuring this out, it is quite simple, and you have knowledgeable people to ask for help.

---