
Subject: Re: Good VTOL Script combination
Posted by [Napalmic](#) on Tue, 14 Jun 2005 05:46:42 GMT
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Ah yes, I remember doing this a few times during some of my RP2 internal tests. I was looking for a script that would attack automatically as well as follow a certain waypath. Try using M08_Facility_Tank and define the Waypath ID for it. However, your VTOL might have to start out on a solid terrain object before it begins. Seems to be the nature of the script.
