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Subject: Re: parachute spawn

Posted by [Veyrdite](#) on Sat, 03 Feb 2007 02:39:48 GMT

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had to take the spawners to the ground, i removed the script from the scparwner and onto the skirmish nod minigunner/ thing whatever they call it in the presets. doesnt work.

multiple errors

heres a beta to see what i mean.

if you want the hummer to attck you, you need to attack it

the helicopter has no col and wont acend or decend.

none of the bots appear

ffg doensn't stand for anything (ideas?) i just did that so it dosn't clash with islands

i have tried adding m00\_base\_defence to the hummer, but then it doesn't move

### File Attachments

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1) [C&C\\_islandFFG2.mix](#), downloaded 146 times

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