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Subject: Re: SAM firing on Cargo plane

Posted by [Jerad2142](#) on Thu, 08 Mar 2007 14:55:43 GMT

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Okay here is what it does when approaching the air field it is neutral. Less than a second before drop it turns to nod (this way the harvester won't do weird stuff). And yes I have tested it, and it will work even if you don't have JFW's scripts, because it uses Renegades scripts (but it does work with JFW's scripts).

Just put it in your mod folder (or mix) and export it and it will take effect.

### File Attachments

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1) [cnc\\_c130drop.txt](#), downloaded 80 times

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