
Subject: Special features for mods...

Posted by [Renardin6](#) on Mon, 08 Dec 2008 11:34:30 GMT

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As you are coding for the patches and more, I am curious about some features:

- Amphibious vehicles
- flying infantry (we use the flying infantry script, but would it be possible to press a key to turn the infantry into a VTOL, so we can add animation to it, a sound, smoke and make the right arm moving as it was the canon, add flying speed, etc...)

Well if someone has the solution, I would like to know it.

Thank you.
