
Subject: Re: Using helipad logic in MIX maps
Posted by [Generalcamo](#) on Sat, 02 Feb 2013 21:26:52 GMT
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Helipad logic, in 4.0 and 3.4 terms, Refers to allowing helicopters to be built seperately from the main vehicle buy screen. Newer versions also have them flying in from the side of the map, instead of just "appearing" out of thin air.
