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Subject: Re: Using helipad logic in MIX maps  
Posted by [Troll King](#) on Mon, 04 Feb 2013 08:16:39 GMT  
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Whitedragon wrote on Mon, 04 February 2013 08:28 If I remember right, my scripts(ExpVehFac) won't work on mix maps because they require some hud.ini settings to make the vehicle menu not grey out when a vehicle is building. However, I now know how to do that completely server-side, so that can be fixed. Is there another issue with mix maps that I'm forgetting about?

What he says  
And no I don't think you're forgetting something.

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