
Subject: Re: Using helipad logic in MIX maps
Posted by [jonwil](#) on Thu, 28 Feb 2013 16:07:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

I just wanted to say that in the next big release of scripts (not sure of a release date so dont ask) there will now be per-map sidebar support so you can have a sidebar in your maps instead of the normal PT dialogs. And you get to use AirFactoryGameObj and NavalFactoryGameObj too if you want.

Works great too in my tests so far.
