
Subject: Re: Helipad tutorial for renegade modders
Posted by [jonwil](#) on Sun, 09 Feb 2014 09:38:18 GMT
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Also, when using this you need to tick the allow flying vehicles checkbox under edit-level settings in LE, generate flight data (as part of pathfinding) and have a proper flight roof (i.e. all the things you normally need for a flying map).
