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Subject: Adding transport helicopter troop deploys to a map

Posted by [Dante](#) on Mon, 01 Dec 2003 21:13:18 GMT

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its all dependant on where your path (animation path that is that has the bone in it to move the vehicle) goes, best thing to do is to make sure that it terminates at the point you need it at, rather than start there, which is probably what happened in your case, the reason the troop ended up there is because of the nature of the c130 drop script, the real object always ends up in the vehicle creation zone, unless you REALLY time it right.

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