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Subject: Drop animations from Scripts.dll

Posted by [Cpo64](#) on Tue, 09 Mar 2004 04:21:15 GMT

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I don't think there is an actual script that tells the Text Cinematic to trigger, I think it's done by the engine.

When I made the vehicle drop off for GDI on Gateshead, I simply cloned the airstrip, changed some settings, and a couple of other things I don't recall.

So you want to trigger vehicle creation at a time other than purchase?

If this is the case, which method will you be using to trigger it?

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