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Subject: Chinook

Posted by [Anonymous](#) on Tue, 03 Dec 2002 17:48:00 GMT

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Ok... i'm pretty new to modding for renegade. I have a map and it is basically done except for one thing... i can't figure out how to make a nod FLYABLE chinook spawn. I can get the non flyable to spawn but not a flyable.

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Subject: Chinook

Posted by [Anonymous](#) on Tue, 03 Dec 2002 20:47:00 GMT

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make sure teh preset begins with cnc\_

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Subject: Chinook

Posted by [Anonymous](#) on Tue, 03 Dec 2002 22:58:00 GMT

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Hey, I can help you out, but not tonight, it is really late and I need some sleep...Expect an answer tommorow night...

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Subject: Chinook

Posted by [Anonymous](#) on Wed, 04 Dec 2002 12:21:00 GMT

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Thanks anyways, i figured it out. But, i would like to know if anyone has found or has made and decent looking trees ( preferable temprate ) that i could have. That is the last thing i need for my map... after that it is just making sure everything works corectly.

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