
Subject: planting defences/buildings as soldier
Posted by [Stallion](#) on Sat, 29 Apr 2006 08:16:23 GMT

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I've been messing around with renegade public tools, and I'm trying to figure out how to plant defences/buildings as a soldier while ingame. (I've seen placable defences in turbo aow but there not around anymore so I can't ask them) Does anyone know how to make this possible? (also any info. on spy, of if even possible flying soldiers).

Subject: Re: planting defences/buildings as soldier
Posted by [nopol10](#) on Sat, 29 Apr 2006 12:47:19 GMT

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Flying soldiers can be done with JFW_Flying_Character script or something with a similar name.

Subject: Re: planting defences/buildings as soldier
Posted by [Stallion](#) on Sat, 29 Apr 2006 22:05:15 GMT

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Where can I find that script at?

Subject: Re: planting defences/buildings as soldier
Posted by [danpaul88](#) on Sun, 30 Apr 2006 09:27:33 GMT

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well if your looking for scripts a good place to start is usually scripts.dll

(download latest version at http://sourceforge.net/project/showfiles.php?group_id=51947&package_id=56768&release_id=404733)

Subject: Re: planting defences/buildings as soldier
Posted by [reborn](#) on Sun, 30 Apr 2006 14:26:13 GMT

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The server name changed to HyperAOW and is still around.
The people you are referring to is www.mp-gaming.net
