
Subject: Questions @Dantes Scripts.
Posted by [Anonymous](#) on Fri, 27 Dec 2002 11:47:00 GMT
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Where I must assign the TDA_VTOL_Object script to? At the Helicopter? And where I must assign the TDA_VTOL_Controller? Is that an BuildingIcon, a Spanner or what? And for what is the TDA_User_Purchased_VTOL_Object Script?

Subject: Questions @Dantes Scripts.
Posted by [Anonymous](#) on Fri, 27 Dec 2002 21:07:00 GMT
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This is the script that allows you to have helicopters fly in from off the map when you purchase them at the PT.

Subject: Questions @Dantes Scripts.
Posted by [Anonymous](#) on Sat, 28 Dec 2002 01:15:00 GMT
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I know, but I want to know, to what Objects(in Leveledit) I must them attach to.(e.g M00_basedefense must be attached to an turret)

Subject: Questions @Dantes Scripts.
Posted by [Anonymous](#) on Sat, 28 Dec 2002 15:07:00 GMT
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Even Dante don't know

Subject: Questions @Dantes Scripts.
Posted by [Anonymous](#) on Sun, 29 Dec 2002 01:11:00 GMT
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hahaha... SHUTUP...im working on a tut... be a few more days... as i have some really pressing work to get done...

Subject: Questions @Dantes Scripts.
Posted by [Anonymous](#) on Sun, 29 Dec 2002 03:45:00 GMT
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thx, dante.Plz contact me if the tutorial is finished.

Subject: Questions @Dantes Scripts.

Posted by [Anonymous](#) on Sun, 29 Dec 2002 16:24:00 GMT

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Umm, something to do with making an new dave's arrows preset and attaching one of the scripts to it... i am not sure about the other one.
