
Subject: West Wood Extra Vehicles
Posted by [Anonymous](#) on Mon, 20 Jan 2003 20:23:00 GMT
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Anyone ever get those extra vehicles to work, you know the AC-10 bomber and the Sakura Commanche?

Subject: West Wood Extra Vehicles
Posted by [Anonymous](#) on Mon, 20 Jan 2003 23:13:00 GMT
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Yep.

Subject: West Wood Extra Vehicles
Posted by [Anonymous](#) on Tue, 21 Jan 2003 06:57:00 GMT
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How and wher did you put hem to make the work?? Cos i can't seem to get them to work.

Subject: West Wood Extra Vehicles
Posted by [Anonymous](#) on Tue, 21 Jan 2003 08:24:00 GMT
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Place them somewhere on your map, then make sure theres transitions and a number of Seats. should be it.

Subject: West Wood Extra Vehicles
Posted by [Anonymous](#) on Tue, 21 Jan 2003 09:08:00 GMT
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I got them Active in the menus with the exception that they are not controllable for some reason.

Subject: West Wood Extra Vehicles
Posted by [Anonymous](#) on Tue, 21 Jan 2003 15:56:00 GMT
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Ok but how the hell am i upposed to put them in my map(s)? do i need GMAX?

Subject: West Wood Extra Vehicles
Posted by [Anonymous](#) on Tue, 21 Jan 2003 17:33:00 GMT
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quote:Originally posted by Wolverinen64:Ok but how the hell am i opposed to put them in my map(s)? do i need GMAX?No, you use commando and change the Purchase Terminal Settings as well as the Vehicle Settings that you are going to add into the Terminals(eg. Commanche, A-10 Bomber, etc.)

Subject: West Wood Extra Vehicles
Posted by [Anonymous](#) on Tue, 21 Jan 2003 18:03:00 GMT
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So i press F8 and type in Commanche, ac10, etc...?

Subject: West Wood Extra Vehicles
Posted by [Anonymous](#) on Tue, 21 Jan 2003 19:44:00 GMT
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quote:Originally posted by Wolverinen64:So i press F8 and type in Commanche, ac10, etc...?no, you need to setup the vehicles in the Purchase Menu Settings first, so that you can use the fnkqrm extras code to access them, purchase them, and then use them.You also need to create the transitions for the vehicles

Subject: West Wood Extra Vehicles
Posted by [Anonymous](#) on Wed, 22 Jan 2003 08:28:00 GMT
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How set them up in the PT's? and all the other stuff, like transition & seating?

Subject: West Wood Extra Vehicles
Posted by [Anonymous](#) on Wed, 22 Jan 2003 08:42:00 GMT
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I found a way to drop the A10 Bomber the only thing is i cant get in it anyone know why? i used the cnc_c130drop file to do this

Subject: West Wood Extra Vehicles
Posted by [Anonymous](#) on Thu, 23 Jan 2003 00:00:00 GMT
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Really people how do you actiate the vehices, what file do you put the vehiclesin where do i do it!?!?!?!

Subject: West Wood Extra Vehicles

Posted by [Anonymous](#) on Thu, 23 Jan 2003 00:12:00 GMT

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quote:Originally posted by Wolverinen64:Really people how do you actiate the vehices, what file do you put the vehiclesin where do i do it!?!?!?!The vehicles are already in the game, you just need to add the correct Settings to the PT Settings. Heres how: If you go into Global Settings->Purchase Settings->Vehicles(Secret GDI/Nod). Click Here For a pic of how your menu Should Look.

Subject: West Wood Extra Vehicles

Posted by [Anonymous](#) on Thu, 23 Jan 2003 00:17:00 GMT

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Ok, i don't have Commndo editor.... i can'tdo it then... right?

Subject: West Wood Extra Vehicles

Posted by [Anonymous](#) on Thu, 23 Jan 2003 00:20:00 GMT

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Ok ill try but do i need Commando map editor???

Subject: West Wood Extra Vehicles

Posted by [Anonymous](#) on Thu, 23 Jan 2003 15:41:00 GMT

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quote:Originally posted by Wolverinen64:Ok ill try but do i need Commando map editor???.yeah
