
Subject: I made a neat mod :D
Posted by [Anonymous](#) on Sat, 08 Feb 2003 20:06:00 GMT
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I just made this really kewl mod (still tweaking it) where i can fly a Airdrop Helecopter and it drops bots with parachuttes! I dont have anywhere to upload a screenshot of it but its still really kewl

Subject: I made a neat mod :D
Posted by [Anonymous](#) on Sat, 08 Feb 2003 20:15:00 GMT
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sound cool, but what's the real point of it? do you like send them down to destroy enemy bots or something?

Subject: I made a neat mod :D
Posted by [Anonymous](#) on Sat, 08 Feb 2003 20:18:00 GMT
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So you're saying you can fly a Chinook which drops paratroops when you press the fire button?Well, I don't think I've seen it before so... YAY... I guess.

Subject: I made a neat mod :D
Posted by [Anonymous](#) on Sat, 08 Feb 2003 20:21:00 GMT
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yes the point is to kill the enemy bots, but i have one small flaw in the mod :S theres no reload time so u can drop unlimited ammounts of bots ;)lol (still trying to fix)

Subject: I made a neat mod :D
Posted by [Anonymous](#) on Sun, 09 Feb 2003 11:37:00 GMT
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hey that sounds pretty coolidea: what if you had to reload back to ur own base after dropping off like 20 people. cause that would be realistic. If the all 20 people went off you could go back to wherever and refill and have people running onto the carrier or whatever.

Subject: I made a neat mod :D
Posted by [Anonymous](#) on Sun, 09 Feb 2003 11:41:00 GMT
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I Think dropping 20 is to much, 6 should be good.... 20 would cause way to much lag!

Subject: I made a neat mod :D

Posted by [Anonymous](#) on Sun, 09 Feb 2003 14:40:00 GMT

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i would, but how would u "refill" with a tank?

Subject: I made a neat mod :D

Posted by [Anonymous](#) on Sun, 09 Feb 2003 21:23:00 GMT

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I think it would be a neat mod to have helis or airplanes that drop people, and there would be a different kind or drop heli for each kind of infantry, and however much the infantry cost thats how much that heli would cost or more. there would be 2 bases with base defenses(like turrents and the gun towers) on opposite sides though the only building would be WF/airstrip and you would be unarmed or have just the minigun. To destroy enemy base you would have to buy helis and air drop over enemy base and let the bots destroy WF/airstrip. or for fun have massive "army" wars in the field flat/mountainous. Maybe have extra helis that drop custom units.

Subject: I made a neat mod :D

Posted by [Anonymous](#) on Mon, 10 Feb 2003 00:14:00 GMT

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true
