
Subject: Paratropping tanks...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 15:27:00 GMT

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when i use a beacon to make a tank paratropp, there are a few problems with the script i use M00_C130_ParaDrop the Params bieng: CnC_Gdi_Medium_Tank A) when they come from the sky theres always 2 tanksB) the wheels are all messed up, like there to loose So what should i do , am i even using the right script? it works for my infantry bots. does a vehicle drop require a different script? Thanx for any and all help

Subject: Paratropping tanks...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 15:56:00 GMT

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Help?

Subject: Paratropping tanks...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 16:11:00 GMT

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I've never seen a tank using a parachute before.

Subject: Paratropping tanks...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 16:13:00 GMT

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There special

Subject: Paratropping tanks...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 17:01:00 GMT

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There is one thing i dont get... how do you get objects to be paratropped... i tried to. i used the same script that use used. i dont understand how it works... i tried it ingame but the tank never dropped.

Subject: Paratropping tanks...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 17:02:00 GMT

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ask Namehunter.

Subject: Paratropping tanks...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 17:16:00 GMT

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ok
