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Subject: DAVES ARROW????!!!!

Posted by [Commando950](#) on Tue, 14 Jun 2011 18:44:20 GMT

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May I ask if there is a way I can get daves arrow to work...

I have been using level edit and I want to experiment with davesarrow some...

Remmeber of the beach level when the group of gdi soldiers arive by the hovercraft...

Also I think about fact that davesarrow is used for helicopter fights,sfx,drop offs,and alot more...

I am prety sure that was all daves arrow...

Its not that I don't know how to set it up its that I can't get them to activate...

How can I activate Davesarrow...

I am prety sure that sums it up...

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Subject: Re: DAVES ARROW????!!!!

Posted by [kamuixmod](#) on Tue, 14 Jun 2011 19:08:23 GMT

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davesarrow are points which can be attached with scripts to work. Its like placing a Script precise on 1 Point on the map

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Subject: Re: DAVES ARROW????!!!!

Posted by [sla.ro\(master\)](#) on Tue, 14 Jun 2011 19:46:11 GMT

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yes, Daves Arrows i personally use them for scripting and position stuff (teleports, cinematics, etc.)

is very usefull

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