
Subject: MDB_ExpVehFac_Helipad with 4.0 in mix
Posted by [rrutk](#) on Mon, 03 Oct 2011 18:31:10 GMT
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Someone got the MDB_ExpVehFac_Helipad working in a mix with 4.0 ?

Had it with 3.4.4 in pkg, worked fine.

Now in a mix, with the ExpVehFac_0.txt and ExpVehFac_1.txt added to the mix manually, it doesn't.

The VTOL's are delivered, but are standing still far away in the sky...

Are the txt's loaded from the mix?

Subject: Re: MDB_ExpVehFac_Helipad with 4.0 in mix
Posted by [kamuixmod](#) on Mon, 03 Oct 2011 19:11:28 GMT
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whats the function of this script exactly?

Subject: Re: MDB_ExpVehFac_Helipad with 4.0 in mix
Posted by [Generalcamo](#) on Mon, 03 Oct 2011 22:38:40 GMT
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Separates Helipad build queue with regular build queue. It is used in APB.

It also includes a cinematic to allow the helicopters to fly in.

Subject: Re: MDB_ExpVehFac_Helipad with 4.0 in mix
Posted by [Generalcamo](#) on Mon, 03 Oct 2011 22:40:49 GMT
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Forgot this part:

Yes, the .txt file is read from the mix. You will need to add those in order for it to work properly.

Subject: Re: MDB_ExpVehFac_Helipad with 4.0 in mix
Posted by [jonwil](#) on Mon, 03 Oct 2011 23:14:56 GMT
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MDB_ExpVehFac_Helipad will probably not work in a .mix file (or even a .pkg file) because it

requires settings set in tt.ini to properly work and tt.ini is only read once at startup and cant be used in a .mix or .pkg.

Subject: Re: MDB_ExpVehFac_Helipad with 4.0 in mix

Posted by [rrutk](#) on Tue, 04 Oct 2011 09:19:49 GMT

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ok, this will safe me a lot of work

I made a large map capable for naval vehicles (gunboats, submarines, hovecrafts) and I had them in my mod.

for the mix-fiel I will only let some hovers spawn, as long as pier is online.
