Subject: Helicopter Pad Test Map
Posted by General Havoc on Sat, 24 May 2003 22:57:54 GMT
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Well as I did write a short tutorial and made a video of the Helipad script in action I have released a test map that I made quickly. It shows you how the script should work in the game. You can get it from HERE.

Here are the instructions for using the test map:

1) Make sure you enable friendly fire and start off with some cash. Also make sure your on GDI so you can use the PT.

2) Use the Purchase Terminal on the wall to build the vehicles. The air vehicles should fly in off the map and land.

3) Normal vehicles will be created at 0,0,0 which happens to be in the centre of the helipad.

4) Destroy the helipad to prevent the construction of VTOL vehicles. The icons will not fade out on the PT screen but they will not be built. Note that the helipad does get destroyed with 2 bullets.

This map is intended for example purposes only. Feel free to do what you want with it.

_General Havoc