NEW: I have made a A-10 to drop "CARGO" instead of a C-130, also using the animation:

"v_GDI_trnspt.v_GDI_trnspt"

...And using the models:

"XG_HDB_TTraj", "XG_HDB_Harness"

... with thier specific animations. Then I made a C-130 fly after the A-10 and drop off any EXTRA cargo, like powersups and what not.

PROBLEMS WITH A-10: FIXED

Also, the A-10 drops off its CARGO facing thge rong dirrection, is there an animation or a fix for this? If the CARGO is dropped right, the C-130 wouldn't hit it.

PROBLEMS WITH C-130: FIXED N/A

-help!
 =samous

PS: If you would like to know how I fixedsecrtian problems, looking my base script file, that you can ask for at anytime.