Subject: Re: MDB_ExpVehFac_Helipad with 4.0 in mix
Posted by rrutk on Tue, 04 Oct 2011 09:19:49 GMT

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.