Subject: Working Helipad Script Preview Video
Posted by BMCJ on Sat, 15 Mar 2003 23:18:33 GMT

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Halo38One question if for flying maps you have to have the entier map self contained so no aircraft can get out (vechile blockers) how do you get the vechile to spawn off the map and also pass through the blockers??.

... couldn't you make some sort of small building that conects with the heli pad, inwhich the heli comes through an opening in the roof?
... just a suggestion