Subject: Turning vehicle spawners into chinook drops?
Posted by JRPereira on Thu, 02 Feb 2006 06:43:21 GMT

Is there a way to modify a vehicle spawner to transport the vehicle to the map with a chinook?

Closest I've come so far was WD's suggestion of using the invisible_object dave's arrow as the object to spawn, and attaching the test cinematic script to the spawner and using a vehicle drop cinematic like SSAOW's random vehicle crates, however because the vehicle that gets created by the cinematic instead of the spawner, the spawner doesn't track whether the vehicle has been destroyed, and you end up with an endless supply of vehicles, instead of one total per spawner.