
Subject: Re: paradrops and airstrikes for new maps
Posted by [Stallion](#) on Fri, 24 Nov 2006 00:21:31 GMT
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It will be in a new map and I will be temping several beacon for different effects.

Reborn, hold off on the tutorial as I have check out one already and I'm just uncertain as to how to implement it into my new map. Here's the tutorial I came accross:

<http://www.renegadecentral.com/tutorials.htm#addbotcin>

(This tutorial doesn't show how to make an air strike work though, so that part is still needed.)

Now if you think your tutorial would work better or be a better form, hell if it even tells how to put it into a new map then by all means go ahead and make it. I just don't want for you to waste your time if this is already explained in the tutorial above.

Also I was poking around in a mix file myself looking for the same thing, but haven't been able to test how to put it in yet. If you or anyone comes across the best or for that matter any working way to implement it into a new map before I do, feel free to post it here.

By the way, does anyone have any ideas on making parachutes for players?
