
Subject: Re: cnc_c130drop.txt

Posted by [Black Hand](#) on Sun, 17 Jun 2007 09:30:16 GMT

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I have another question:

Does anyone know what script (other than "M01_Hunt_The_Player_JDG" and "M04_Hunter_JDG") could be used for vehicles to make them move and hunt down enemies?

And what script do I need to use to make spawn Visceroids after Tiberium related death? (like they spawn in SP missions when u kill Nod Soldiers with the Chem weapon)

Thanks in advance
