Subject: Re: Generalcamo's mapping thread
Posted by Generalcamo on Sun, 14 Nov 2010 14:15:32 GMT
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Ahhh, yes. Maybe I could crack open APB to see how there rockets work.

Unless, of course, someone shows me how to get it to work properly.

There are two sounds hidden in the directory, they are the homing sounds for the previously mentioned homing rockets. If anyone can show me how to get them to work properly, then special thanks will go in the readme.

I have discovered another blast from the past. Originally, when you enter an orca, the landing gear retracts, and the door at the cockpit closes, I discovered this from the alpha orca model. If anyone can get this to work, then this cool feature will be included in the map along with the beta model.

I would like aircraft to fly in like APB's helicopters. What script should I use?

I am thinking of unlocking some vehicles, using the beta models. How would I get the SSM launcher to work properly?

How do I add helipads and repair pads through the tile section in level edit?

How do I get the stealth sounds to work? I would like a sound for stealth tanks, and a sound for stealth infantry.