
Subject: help

Posted by [Spetz5](#) on Fri, 03 Feb 2006 18:53:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

I need to know if anyone can help me with a problem I have. I'm doing my own version of city flying, and I'm making it so the helicopter's will spawn off the map and fly in and land on a helicopter pad. I also am trying to make it so that when the helicopter pad dies, it doesn't spawn helicopter's anymore. I tried using JFW_Death_Destroy_Object but it still spawns helicopter's. If anyone knows a script that would work, please tell me.

also, when they do come in and land, they will not shut off, therefor they usualy end up drifting of the pad to somewere else. I honestly don't no how to make them shut off once they land eather.

Subject: Re: help

Posted by [JeepRubi](#) on Fri, 03 Feb 2006 21:11:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

I honestly think you should stop making so many topics and start putting all your questions in one topic.
