

Rich,

To set up the Paris 1 helicopter:-

- 1) Import the model, set as dynamic, group class 'Helicopter'
- 2) Create a new script (as before), file ref obj/paris1/copter.sma
- 3) Select 'copter.sma' as the helicopter objects script
- 4) Set up the following bindings:-

NM_ANIMFINISH	OnAnimFinish
NM_USER0	OnUser0
NM_USER1	OnUser1
NM_USER2	OnUser2
NM_USER3	OnUser3
NM_ANIMEVENT0	OnAnimEvent0

To make the helicopter do stuff :-

Send NM_USER3 to make the helicopter appear (it starts invisible), and fly from the start position to position 1

Send NM_USER0 - 2 to make the helicopter fly between positions 1 - 3

That's it....