
Subject: cnc_c130drop

Posted by [Anonymous](#) on Fri, 20 Dec 2002 16:57:00 GMT

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u will get a stealth flammer by these commands:; Version 2 of Stealth Tanks and Gun Emplacements only without the stealth.... NOD Flame Tank by Carbon-Kid Co-Admin of <http://thinkharder.cjb.net> for more information on our MOD`s visit our website or email us : admin@thinkharder.cjb.net my personal email is sjezk3@hotmail.com ;; Available Cinematic Script Commands; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation; id can be -1 to mean do not store this object, and do not destroy; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump";; time/frame Destroy_Object, id (slot); 0 Destroy_Object, 0;; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name; 0 Play_Animation, 0, "Human.Jump", false;; time/frame Control_Camera, id (slot); use id -1 for disabling control;; note this will also disable star control and disbale the hud; 0 Control_Camera, 0;; _____;***** CHEAT SHEET *****;Start frame create_object slot number model x,y,z,facing animation name(model*hierarchy*.anim);Start frame Play_Animation slot number anim name (model*hierarchy*.anim) looping Sub Object;Start frame Play_Audio wave filename slot number bone name; * no slot # / bone name = 2D Audio;0= NO LOOP (kills object when finshed) 1= LOOP;***** CNC MODE: NOD AIRSTRIP DROPOFF *****-1 Create_Object, 1, "V_NOD_cargop_sm" -1 Play_Animation, 1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0-1 Play_Audio, "C130_IDLE_02", 1, "Cargo"-360 Destroy_Object, 1-1 Attach_To_Bone, 3, 1, "Cargo"-180 Attach_To_Bone, 3, -1, "Cargo"-900 Attach_Script, 3, "M02_PLAYER_VEHICLE", ""; ***** Trajectory Transport-201 Create_Object, 4, "XG_HDB_TTraj", 0, 0, 0, 0-201 Play_Animation, 4, "XG_HDB_TTraj.XG_HDB_TTraj", 4-565 destroy_object, 4; ***** Transport-201 Create_Real_Object, 5, "NOD_Transport_Helicopter", 4, "BN_Trajectory"-201 Attach_Script, 5, "M00_Damage_Modifier_DME", "0,1,1,0,0"-201 Attach_Script, 5, "M02_PLAYER_VEHICLE", ""-201 Attach_to_Bone, 5,4,"BN_Trajectory"-201 Play_Animation, 5, "v_GDI_trnspt.v_GDI_trnspt",4-565 destroy_object, 5; ***** Trajectory Flame Tank-201 Create_Object, 6, "XG_HDB_HTraj", 0, 0, 0, 0-201 Play_Animation, 6, "XG_HDB_HTraj.XG_HDB_HTraj", 4-565 destroy_object, 6; ***** Humvee-201 Create_Real_Object, 7, "CNC_NOD_Flame_tank", 6, "BN_Trajectory" -201 Attach_Script, 7, "M01_Hunt_The_Player_JDG", ""-201 Attach_to_Bone, 7,6,"BN_Trajectory"-348 Attach_to_Bone, 7,-4,"BN_Trajectory"-348 Attach_Script, 7, "M01_Medium_Tank_JDG", ""; ***** Harness-201 Create_Object, 8, "XG_HDB_Harness", 0, 0, 0, 0-201 Play_Animation, 8, "XG_HDB_Harness.XG_HDB_Harness", 0-565 destroy_object, 8
