
Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Fri, 06 Dec 2002 07:38:00 GMT

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Ok, thank ApacheRSG for getting me to think on this! Using text scripts, you can create a vehicle (I've tested it with Chinook) and attach another vehicle to it, like in SP. The vehicle can be whatever. Using this, you can attach say, a mammoth or a ceiling gun to a chinook. ThusA. Increasing passenger space by whatever the turret can holdB. Letting the chinook shoot in any direction instead of just straight forward (Chinook shoots just straight forward if you give it a normal gun) Now, let's say you want to use a carryall. The only way I've found currently is to set the frame that that vehicle is deattached is to a fairly high number (so there's time). I do not see how to attach a vehicle already made but you can create a new vehicle and attach it. With the scripts Wilson is planning to get out, you can make it so you can buy the chinook with the turret attached! If you want to see this for yourself, copy and paste the stuff inside the code box and place it in a text file called cnc_c130drop.txt in your data folder.;; 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 ***** Fly the C130-1 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 ; ***** Attach the object-1 Attach_To_Bone, 3, 1, "Cargo"; ***** Drop the object off...-180 Attach_To_Bone, 3, -1, "Cargo"; ***** Transport Helicopter Hummvee Drop ***** Trajectory Transport-1 Create_Object, 18, "XG_TransprtBone", 0, 0, 0, 0-1 Play_Animation, 18, "XG_TransprtBone.XG_HD_TTraj", 1; ***** Transport-1 Create_Real_Object, 10, "Nod_Transport_Helicopter", 1, "BN_Trajectory"-1 Set_Primary, 10-1 Attach_to_Bone, 10, 18, "BN_Trajectory"-1 Play_Animation, 10, "v_GDI_trnspt.XG_HD_Transport", 1-5000000 destroy_object, 10; ***** Trajectory Nod_Light_Tank-1 Create_Object, 11, "XG_HD_HTraj", 0, 0, 0, 0-1 Play_Animation, 11, "XG_HD_HTraj.XG_HD_HTraj", 1; ***** Nod_Light_Tank-1 Create_Real_Object, 12, "CnC_GDI_Orca", 11, "BN_Trajectory" -1 Attach_to_Bone, 12, 11, "BN_Trajectory"; ***** Harness-1 Create_Object, 14, "XG_HD_Harness", 0, 0, 0, 0-1 Play_Animation, 14, "XG_HD_Harness.XG_HD_Harness", 0; ***** Primary Destroyed5000000 Destroy_Object, 185000000 Destroy_Object, 105000000 Destroy_Object, 115000000 Destroy_Object, 125000000 Destroy_Object, 14Enjoy! Credit goes to WS, the people finding and learning the text script editing, and ApacheRSG for making me think about this! BTW: This script is server-side, in other words, if you leave it in your data folder and host an MP game, people do not

need the script to join your server (and the orca and transport will still come when Nod buys a vehicle) [December 07, 2002, 17:03: Message edited by: NameHunter]
