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Subject: C130 drop.txt

Posted by [Anonymous](#) on Mon, 18 Nov 2002 01:07:00 GMT

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quote:Originally posted by rjs87:Doesn't anyone know what my problem is the script?The problem you have is that kane is being attached onto your purchased vehicle.Instead you should use the following code...code:; \*\*\*\*\* 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"; \*\*\*\*\* Spawn Kane...-300 Create\_Real\_Object, 4, "Nod\_Kane"-300 Attach\_Script, 4, "M00\_No\_Falling\_Damage\_DME"-300 Attach\_Script, 4, "M01\_Hunt\_The\_Player\_JDG"The purchased vehicle will spawn, then 2 seconds later kane will appear on your airstrip. You must remember that 60 frames is equal to 1 second.

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