
Subject: Aircraft in Skirmish...

Posted by [Anonymous](#) on Wed, 03 Apr 2002 17:35:00 GMT

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I got it myself! For anyone who wants to know, create a file called cnc_c130drop.txt in Renegade/Data with the contents:code:;_____;; 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, 1-1 Create_Real_Object, 4, "cnc_nod_apache"; ***** Attach the object-1 Attach_To_Bone, 3, 1, "Cargo"; ***** Drop the object off...-180 Attach_To_Bone, 3, -1, "Cargo"
