
Subject: orca drop mod...

Posted by [\[REHT\]Spirit](#) on Tue, 08 Apr 2003 02:04:10 GMT

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Make the normal CnC_GDI_Orca and attach M00_Disable_Physical_Collision_JDG to the object.
So the script would look something like this:

```
-1 Create_Real_Object 1, "CnC_GDI_Orca"
```

```
-1 Attach_Script 1, "M00_Disable_Physical_Collision_JDG"
```

(this is assuming all you want it to do is spawn an orca, not have a chinook drop it in, etc).

You should still be able to control it if you haven't attached a disable transitions script on it.

Edit: This is if you're doing it through c130 script, if you just want to do it in your mod find the orca preset you're going to use and attach the script there.
