
Subject: Re: Bot drop Tutorial

Posted by [bisen11](#) on Sun, 29 Jan 2006 00:31:14 GMT

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Naamloos wrote on Sat, 28 January 2006 18:58 Thank you for this. I will try it ASAP.

Edit: I'm guessing from the AI drop text that the last few lines are the actual bots that jump out of the transport helicopter? So can I add more then 3 bots at once or is it limited to 3?

Also, how can I make it a Nod transport helicopter instead of a GDI one?

```
-601 Create_Real_Object, 5, "GDI_Minigunner_Custom", 2, "SPAWNER"  
-601 Attach_Script, 5, "M01_Hunt_The_Player_JDG"  
-601 Attach_To_Bone, 5, 4, "TROOP_L"  
-601 Play_Animation, 5, "h_a_troopdrop", 0  
-689 Attach_To_Bone, 5, -1, "TROOP_L"
```

Yes, that part with the GDI_Minigunner_Custom is the actual bot. You could add more but this particular one has a certain time when the heli comes and then goes. The -601 to the left is the time they come out. That's why the ones after the first have a latter number. Then you see the 5 in the middle of each one? That means all of those script things below are attached to that bot.

To make it a nod transport, just change this

```
-200 Create_Object, 2, "v_GDI_trnspt", 0, 0, 0, 0,
```

to this

```
-200 Create_Object, 2, "v_NOD_trnspt", 0, 0, 0, 0,
```

And leave the rest as the same.
