
Subject: Re: Need cnc_c130drop Help

Posted by [Sn1per74*](#) on Tue, 28 Nov 2006 03:07:53 GMT

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I made this when I used to drop mod. Hope it helps.

```
-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 Attach_To_Bone, 3, 1, "Cargo"  
-180 Attach_To_Bone, 3, -1, "Cargo"  
-900 Attach_Script, 3, "M02_PLAYER_VEHICLE", ""
```

Name it cnc_c130drop

Scripts:

```
Mx0_opelisk_weapon_dls <---> invisible  
M00_Disable_Physical_Collision_JDG <---> disable collision  
M00_damage_modifier_dme" ,"0,1,1,0,0" <---> unlimited health  
M05_Nod_gun_emplacement  
GTH_credit_trickle", "250" <---> money  
M01_hunt_the_player_JDG <---> chase the player
```

Real_Ojects

```
Cnc_Gdi_orca <---> orca  
Nod_ssm_launcher_player <---> ssm launcher  
Cnc_Nod_Recon_bike <--> recon bike  
Gdi_chameleon <---> chameleon with flamethrower  
Cnc_Nod_buggy <---> Nod buggy  
Cnc_Nod_Harvester <---> Nod harvester  
Big_gun_phat <---> Shore defense cannon  
Cnc_Nod_Mobile_artillery <---> nod mobile artillery  
Nod_turret <---> Nod turret  
Nod_comanche <---> Comanche  
Gdi_A10_flyover <---> A10  
PCT_zone_nod <---> Nod pt  
Pct_zone_gdi <---> gdi PT  
Cnc_nod_truck_player_secret <---> Cargo Truck  
cnc_gdi_humm-vee <---> hummer  
gdi_hovercraft <---> hovercraft  
M01_gdi_gunboat <---> gunboat  
CnC_civilian_pickup01_secret <----> Pickup Truck  
Mx0_nod_obelisk <---> Obelisk Ceilling Gun
```

Attach_to_bone:

m_muzzle <---> muzzle
wheelp01 <---> wheel
muzzlea0 <---> muzzle

Create_Object:

V_NOD_cargop_sm <---> Cargo Plane
V_jet <---> Nod Jet
fireball <---> fireball
V_submarine <---> Submarine
