Subject: Driveable harvy done, but Comanche dual-fire broken
Posted by ohmybad on Tue, 17 Jun 2003 23:58:26 GMT
View Forum Message <> Reply to Message

if you wanted to make it flyable you could just attach an orca to the harvy like this(I still dont know how to make the orca invisable):

-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
-300 Create_Real_Object, 4, "CnC_Nod_Apache"
-300   Attach_Script,   4, "M00_Disable_Physical_Collision_JDG", ""

-331 Create_Real_Object, 5, "CnC_GDI_Harvester"
-331 attach_to_bone,   5, 4, "wheelp01

And there is a script thats makes anything drivable