
Subject: Re: cnc_c130drop.txt

Posted by [BlueThen](#) on Thu, 14 Jun 2007 19:44:50 GMT

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-400 Create_Real_Object, 6, "GDI_minigunner_1off", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_rocketsoldier_0", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_rocketsoldier_0", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_minigunner_0", 26,
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-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

should be

-400 Create_Real_Object, 6, "GDI_minigunner_1off", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-500 Create_Real_Object, 6, "GDI_rocketsoldier_0", 26,
-500 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-500 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-500 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-600 Create_Real_Object, 6, "GDI_rocketsoldier_0", 26,
-600 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-600 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-600 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-700 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-700 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-700 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-700 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-800 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-800 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-800 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-800 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-900 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-900 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-900 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-900 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

? Idk. It's a guess.

You can make the numbers (th 400, 500, etc) smaller like 400, 420, 440 I suppose... I'm only guessing that ththose are the delay between when they spawn.
