Subject: Driveable harvy done, but Comanche dual-fire broken
Posted by npsmith82 on Tue, 01 Jul 2003 22:16:12 GMT
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PCWizzardo"Hey, why is that harvester following me?"
Reminds me of the time i made my C-130 editor... slap this in as the text file and get ready to laugh...
; Multiplayer cnc_c130drop.txt was created Tuesday 01 July 2003 by npsmith82
http://www.spliff.wideboys.co.uk/renegade

;************************ CNC MODE: NOD AIRSTRIP DROPOFF ************************

```
-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"
-1     Attach_To_Bone,     3, 1, "Cargo"

-80    Play_Audio,        "gdi_hovercraft_door_01", 1, "Cargo"
-180   Attach_To_Bone,    3, -1, "Cargo"
-200   Play_Audio,        "gdi_hovercraft_door_01", 1, "Cargo"
-360   Destroy_Object,    1
```

;*********** CnC_Nod_Recon_Bike ***********

```
; (Parachute)
-329 Create_Object, 4, "X5D_Parachute", 0, 0, 0, 0
-329 Play_Animation, 4, "X5D_Parachute.X5D_ParaC_1", 4
-420 Destroy_Object, 4
-305 Create_Object, 5, "X5D_Box01", 0, 0, 0, 0
-305 Play_Animation, 5, "X5D_Box01.X5D_Box01", 4
-420 Destroy_Object, 5

; (Vehicle & Scripts)
-305 Create_Real_Object, 6, "CnC_Nod_Recon_Bike", 5, "Box01"
-305 Attach_Script, 6, "M02_PLAYER_VEHICLE", ""
-305 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""

; (Attach Vehicle To Parachute)
-305 Attach_To_Bone, 6, 5, "Box01"
-305 Play_Animation, 6, "H_A_X5D_ParaT_1", 0
-415 Attach_To_Bone, 6, -1, "Box01"
```

;*********** CnC_Nod_Recon_Bike ***********

```
; (Parachute)
-629 Create_Object, 7, "X5D_Parachute", 0, 0, 0, 0
-629 Play_Animation, 7, "X5D_Parachute.X5D_ParaC_1", 4
-720 Destroy_Object, 7
```

```
-605 Create_Object, 8, "X5D_Box01", 0, 0, 0, 0
-605 Play_Animation, 8, "X5D_Box01.X5D_Box01", 4
-720 Destroy_Object, 8

; (Vehicle & Scripts)
-605 Create_Real_Object, 9, "CnC_Nod_Recon_Bike", 8, "Box01"
-605 Attach_Script, 9, "M02_PLAYER_VEHICLE", ""
-605 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""

; (Attach Vehicle To Parachute)
-605 Attach_To_Bone, 9, 8, "Box01"
-605 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-715 Attach_To_Bone, 9, -1, "Box01"

;*********** CnC_Nod_Recon_Bike ***********

; (Parachute)
-929 Create_Object, 10, "X5D_Parachute", 0, 0, 0, 0
-929 Play_Animation, 10, "X5D_Parachute.X5D_ParaC_1", 4
-1020 Destroy_Object, 10
-905 Create_Object, 11, "X5D_Box01", 0, 0, 0, 0
-905 Play_Animation, 11, "X5D_Box01.X5D_Box01", 4
-1020 Destroy_Object, 11

; (Vehicle & Scripts)
-905 Create_Real_Object, 12, "CnC_Nod_Recon_Bike", 11, "Box01"
-905 Attach_Script, 12, "M02_PLAYER_VEHICLE", ""
-905 Attach_Script, 12, "M01_Hunt_The_Player_JDG", ""

; (Attach Vehicle To Parachute)
-905 Attach_To_Bone, 12, 11, "Box01"
-905 Play_Animation, 12, "H_A_X5D_ParaT_1", 0
-1015 Attach_To_Bone, 12, -1, "Box01"
```