Subject: Re: Drop Mods
Posted by mrÃ£Ã§Ä·z on Fri, 14 Sep 2007 15:40:36 GMT
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how? can u edit this:

```
;  A helping Hand by bisen11
;_____________________________________________
;
; Available Cinematic Script Commands
;
; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation
; id can be -1 to mean do not store this object, and do not destroy
; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump"
;
; time/frame Destroy_Object, id (slot)
; 0 Destroy_Object, 0
;
; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name
; 0 Play_Animation, 0, "Human.Jump", false
;
; time/frame Control_Camera, id ( slot )
; use id -1 for disabling control;
; note this will also disable star control and disbale the hud
; 0 Control_Camera, 0
;
;_____________________________________________
;******************  CHEAT SHEET ******************************
;Start frame create_object slot number model x,y,z,facing animation name( model*hierarchy*.anim
)
;Start frame Play_Animation  slot number anim name ( model*hierarchy*.anim ) looping  Sub
Object
;Start frame Play_Audio wave filename slot number bone name
;       * no slot # / bone name = 2D Audio
;0= NO LOOP ( kills object when finshed ) 1= LOOP
;************************* 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"
-360 Destroy_Object,  1
-200 Destroy_Object,  3

-1 Create_Real_Object, 5, "Nod_minigunner_2sf_chaingun", 3, ""
-1 Attach_To_Bone,  5, 1, "Cargo"
```

```
-180 Attach_To_Bone,  5, -1, "Cargo"
-1   Attach_Script,        5, "M00_No_Falling_Damage_DME", ""
-1   Attach_Script,        5, "M01_Hunt_The_Player_JDG", ""
-1   Attach_Script,        5, "M06_Thunder_Unit", ""

-320 Create_Real_Object, 10, "POW_SniperRifle_Player"
-320 Create_Real_Object, 10, "POW_SniperRifle_Player"
-320 Create_Real_Object, 10, "POW_SniperRifle_Player"
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-320 Create_Real_Object, 10, "POW_SniperRifle_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "CnC_POW_IonCannonBeacon_Player"
-320 Create_Real_Object, 10, "CnC_POW_Nuclear_Missle_Beacon"
-320 Create_Real_Object, 10, "POW_MineProximity_Player"
-320 Create_Real_Object, 10, "POW_MineProximity_Player"
-320 Create_Real_Object, 10, "POW_MineProximity_Player"
-320 Create_Real_Object, 10, "POW_MineProximity_Player"
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-320 Create_Real_Object, 10, "POW_MineTimed_Player"
-320 Create_Real_Object, 10, "POW_Chaingun_Player"
-320 Create_Real_Object, 10, "POW_Chaingun_Player"
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-320 Create_Real_Object, 10, "POW_ChemSprayer_Player"
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-320 Create_Real_Object, 10, "POW_RailGun_Player"

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-320 Create_Real_Object, 10, "POW_RailGun_Player"
-320 Create_Real_Object, 10, "POW_RamjetRifle_Player"
-320 Create_Real_Object, 10, "POW_RamjetRifle_Player"
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-320 Create_Real_Object, 10, "POW_RepairGun_Player"
-320 Create_Real_Object, 10, "POW_RocketLauncher_Player"
-320 Create_Real_Object, 10, "POW_RocketLauncher_Player"
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-320 Create_Real_Object, 10, "POW_TiberiumAutoRifle_Player"
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-320 Create_Real_Object, 10, "POW_VoltAutoRifle_Player"
-320 Create_Real_Object, 10, "POW_VoltAutoRifle_Player"
-320 Create_Real_Object, 10, "POW_VoltAutoRifle_Player"
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-320 Create_Real_Object, 10, "POW_VoltAutoRifle_Player"
-320 Create_Real_Object, 10, "POW_VoltAutoRifle_Player"
-300    Create_Real_Object,     7, "POW_Medal_Armor"
-300    Create_Real_Object,     7, "POW_Medal_Armor"
-300    Create_Real_Object,     7, "POW_Medal_Armor"
-300    Create_Real_Object,     7, "POW_Medal_Armor"
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-300    Create_Real_Object,    7, "POW_Medal_Armor"
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-300    Create_Real_Object,    7, "POW_Medal_Armor"
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-300    Create_Real_Object,    7, "POW_Medal_Armor"
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