
Subject: Making Bot Drop Mods without Renegade Modding Tools

Posted by [Emience](#) on Mon, 07 Jul 2003 03:06:25 GMT

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Ok I'm here to teach you how to make Bot Drop Mods without out that blasted 22mb Renegade Tools.

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What you need to know/have
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- WordPad
- Need to know your scripting on the characters that you want to drop.
- Renegade(DUH)
- Internet
- For testing and playing online

First off you need to know what the scripting for your characters.(I don't know much)

Next, Copy and paste this on Word Pad as a template(this doesn't include the characters to be drop off at):{

```
;
;
;
;
; 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 finished) 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

^
!

don't copy this line that this is pointing too. This line is where you begin your character droppings.
lets say you want a Rocket Soldier and a Minigunner then it should look like this:

-1 Create_Real_Object, 5, "nod_minigunner_0", 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", ""

-1 Create_Real_Object, 6, "nod_rocketsoldier_0", 3, ""
-1 Attach_To_Bone, 6, 1, "Cargo"
-180 Attach_To_Bone, 6, -1, "Cargo"
-1 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-1 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-1 Attach_Script, 6, "M06_Thunder_Unit", ""

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!

don't copy this line that this is pointing too. Copy that part and paste it one line after the first part. And that ends our tutorial-YAY u dont have to listen to me anymorez
