
Subject: can u tell me what the parts of the script mean

Posted by [HTML](#) on Wed, 31 Oct 2007 20:15:03 GMT

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-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

-1 Create_Real_Object, 6, "NOD_minigunner_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", ""
-201 Attach_Script, 7, "M00_Damage_Modifier_DME", "0,1,1,0,0"
