Subject: Re: can u tell me what the parts of the script mean
Posted by BlueThen on Wed, 31 Oct 2007 20:50:24 GMT
View Forum Message <> Reply to Message

Creates the cargo plane: -1 Create_Object, 1, "V_NOD_cargop_sm"
Moves the cargo plane:-1 Play_Animation, 1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0
Plays the cargo plane sound: -1 Play_Audio, "C130_IDLE_02", 1, "Cargo"
Destroys the cargo plane as it goes off map: -360 Destroy_Object, 1
Creates a bot: -1 Create_Real_Object, 6, "NOD_minigunner_0", 3, ""
dunno: -1 Attach_To_Bone, 6, 1, "Cargo"
dunno: -180 Attach_To_Bone, 6, -1, "Cargo"
Makes it so the bot doesn't get hurt when falling: -1   Attach_Script,   6,
"M00_No_Falling_Damage_DME", ""
Tells the bot to attack nearest player: -1   Attach_Script,   6, "M01_Hunt_The_Player_JDG",
""
dunno: -1   Attach_Script,   6, "M06_Thunder_Unit", ""
Makes the bot invincible I believe: -201 Attach_Script, 7, "M00_Damage_Modifier_DME",
"0,1,1,0,0"

^I made the clue text bold...

This is all from theory. It wasn't hard to come up with... maybe you should look over the code
before asking about it.