
Subject: Re: Players versus AI

Posted by [EA-DamageEverything](#) on Mon, 25 Feb 2008 23:50:51 GMT

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There is an even easier way.

-1 Create_Real_Object, 1, "LavaBall05"
-1 Play_Animation, 1, "v_commanche.va_com_loiter", 1
-1800 destroy_object, 1

-220 Attach_To_Bone, 3, 1, "Cargo"
-220 Attach_To_Bone, 3,-1, "Cargo"

;-770 Attach_To_Bone, 3, 1, "Cargo"
;-770 Attach_To_Bone, 3,-1, "Cargo"

;_____At nod base_____

-800 Create_Real_Object, 4, "Nod_minigunner_0"
-800 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-800 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-800 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-800 Attach_To_Bone, 4, 1, "Cargo"
-800 Attach_To_Bone, 4,-1, "Cargo"

-803 Create_Real_Object, 4, "Nod_minigunner_0"
-803 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-803 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-803 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-803 Attach_To_Bone, 4, 1, "Cargo"
-803 Attach_To_Bone, 4,-1, "Cargo"

-806 Create_Real_Object, 4, "Nod_minigunner_0"
-806 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-806 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-806 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-806 Attach_To_Bone, 4, 1, "Cargo"
-806 Attach_To_Bone, 4,-1, "Cargo"

-809 Create_Real_Object, 4, "Nod_minigunner_0"
-809 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-809 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-809 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-809 Attach_To_Bone, 4, 1, "Cargo"
-809 Attach_To_Bone, 4,-1, "Cargo"

-812 Create_Real_Object, 4, "Nod_minigunner_1off"
-812 Attach_Script, 4, "M01_Hunt_The_Player_JDG"

-812 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-812 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-812 Attach_To_Bone, 4, 1, "Cargo"
-812 Attach_To_Bone, 4,-1, "Cargo"

;_____At gdi base_____

-420 Create_Real_Object, 4, "GDI_minigunner_0"
-420 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-420 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-420 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-420 Attach_To_Bone, 4, 1, "Cargo"
-420 Attach_To_Bone, 4,-1, "Cargo"

-423 Create_Real_Object, 4, "GDI_minigunner_0"
-423 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-423 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-423 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-423 Attach_To_Bone, 4, 1, "Cargo"
-423 Attach_To_Bone, 4,-1, "Cargo"

-426 Create_Real_Object, 4, "GDI_minigunner_0"
-426 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-426 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-426 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-426 Attach_To_Bone, 4, 1, "Cargo"
-426 Attach_To_Bone, 4,-1, "Cargo"

-429 Create_Real_Object, 4, "GDI_minigunner_0"
-429 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-429 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-429 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-429 Attach_To_Bone, 4, 1, "Cargo"
-429 Attach_To_Bone, 4,-1, "Cargo"

-432 Create_Real_Object, 4, "GDI_minigunner_1off"
-432 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-432 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-432 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-432 Attach_To_Bone, 4, 1, "Cargo"
-432 Attach_To_Bone, 4,-1, "Cargo"

; ***** Path

-1 Create_Object, 2, "X3_apache_1", 0, 0, 0, 0
-1 Play_Animation, 2, "X3_apache_1.x3_apache_1", 1

-1800 Destroy_Object, 2
-1 Attach_To_Bone, 1, 2, "BN_APACHE_004"Make a new textfile and rename it to this:
cnc_c130drop.txt -then copy+paste this code.

Copy the textfile into your DATA dir if are the Host. Start Renegade, log on WOL and host a game with at least 2 open slots. Choose C&C_Islands as your preferred map because the code is optimized for it.

Play against your friend on each side as usual. There will be some Lava Balls flying around, constantly dropping Infantry at both bases. You can fight against bots AND your friend now! And if this isn't good enough, the bots will kill each other too.

If you have more friends to join, I can give you another code which makes things even funnier on every map.
