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Subject: hey can some 1 make a mod 4 me?

Posted by [tooncy](#) on Thu, 01 Apr 2004 23:58:55 GMT

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-1 Create\_Object, 1, "v\_nod\_ssm\_missl"  
-1 Play\_Animation, 1, "V\_NOD\_cargop\_sm.M\_cargo-drop\_sm", 0

-360 Destroy\_Object, 1  
-1 Attach\_To\_Bone, 3, 1, "cargo"  
-180 Attach\_To\_Bone, 3, -1, "cargo"  
-220 Create\_Real\_Object, 4, "cnc\_gdi\_orca"

-1000 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4  
-1200 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4  
-1300 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4  
-1400 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4  
-1500 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4  
-1600 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4  
-1700 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4  
-1800 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4  
-1900 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4  
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-1000 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4  
-2100 Create\_Real\_Object, 10, "POW\_RocketLauncher\_player", 4  
-2200 Create\_Real\_Object, 10, "POW\_RocketLauncher\_player", 4  
-2300 Create\_Real\_Object, 10, "POW\_RocketLauncher\_player", 4  
-2400 Create\_Real\_Object, 10, "POW\_RocketLauncher\_player", 4  
-2500 Create\_Real\_Object, 10, "POW\_RocketLauncher\_player", 4  
-2600 Create\_Real\_Object, 10, "POW\_RocketLauncher\_player", 4  
-2700 Create\_Real\_Object, 10, "POW\_RocketLauncher\_player", 4  
-2800 Create\_Real\_Object, 10, "POW\_RocketLauncher\_player", 4  
-2900 Create\_Real\_Object, 10, "POW\_RocketLauncher\_player", 4  
-3000 Create\_Real\_Object, 10, "POW\_RocketLauncher\_player", 4  
-3100 Create\_Real\_Object, 10, "POW\_RocketLauncher\_player", 4  
-3200 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4  
-3300 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4  
-3400 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4  
-1000 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4  
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-1000 Create\_Real\_Object, 10, "POW\_SniperRifle\_Player", 4





-3700 Create\_Real\_Object, 10, "POW\_ChemSprayer\_Player",4  
-3700 Create\_Real\_Object, 10, "POW\_ChemSprayer\_Player"

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