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

Posted by [kawolsky](#) on Fri, 02 Apr 2004 20:50:46 GMT

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-1 Create_Object, 24, "X3_a10_strk1", 0, 0, 0, 0

-1 Play_Animation, 24, "X3_a10_strk1.X3_a10_strk1", 1

-1000 Destroy_Object, 24

-1 Create_Object, 25, "v_nod_cplane"

-1 Attach_To_Bone, 25, 24, "BN_a-10_000"

-600 Destroy_Object, 25

-163 Create_Real_Object, 26, "SignalFlare_Gold_Phys3", 25, "Prop04"

-1000 Destroy_Object, 26

-400 Create_Real_Object, 4, "POW_Shotgun_Player", 26,

-400 Create_Real_Object, 4, "POW_Shotgun_Player", 26,

-400 Create_Real_Object, 4, "POW_Shotgun_Player", 26,

-400 Create_Real_Object, 4, "POW_Shotgun_Player", 26,

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-400 Create_Real_Object, 4, "POW_Shotgun_Player", 26,

-400 Create_Real_Object, 4, "POW_SniperRifle_Player", 26,

-400 Create_Real_Object, 4, "POW_SniperRifle_Player", 26,

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-400 Create_Real_Object, 4, "POW_SniperRifle_Player", 26,

-400 Create_Real_Object, 4, "POW_RocketLauncher_Player", 26,

-400 Create_Real_Object, 4, "POW_RocketLauncher_Player", 26,

-400 Create_Real_Object, 4, "POW_VoltAutoRifle_Player", 26,
-400 Create_Real_Object, 4, "POW_VoltAutoRifle_Player", 26,
-400 Create_Real_Object, 4, "POW_VoltAutoRifle_Player", 26,
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-400 Create_Real_Object, 4, "POW_VoltAutoRifle_Player", 26,
-400 Create_Real_Object, 4, "POW_VoltAutoRifle_Player", 26,

-400 Create_Real_Object, 4, "POW_TiberiumFlechetteGun_Player", 26,
-400 Create_Real_Object, 4, "POW_TiberiumFlechetteGun_Player", 26,
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-400 Create_Real_Object, 4, "POW_TiberiumFlechetteGun_Player", 26,

drops a load of weapons in gdi base when nod buy a vehicle, if u tell people who made it, say it was Aimbots....kthnx
