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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sat, 16 Nov 2002 16:27:00 GMT

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I just would like to know. How do you make the C130 so it drops off another vehicle/character after the original vehicle you have bought?

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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sat, 16 Nov 2002 16:37:00 GMT

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use the create object code for the plane and copy and paste it below the attach to bone code then change the plane to the name of the vehicle Example code:-1 Attach\_To\_Bone, 3, 1, "Cargo"-1 Create\_Object, 1, "cnc\_gdi\_Orca"

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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sat, 16 Nov 2002 16:51:00 GMT

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Ok I did what you said. The only problem is that I create it but it doesn't fall to the ground, and soon after that the object disappears. Anyone know how to fix this? And also when I make let's say a stealth it has no team icon on it, how do I fix that? And another thing, how do you make it have AI capabilities? [ November 16, 2002, 16:59: Message edited by: rjs87 ]

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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sat, 16 Nov 2002 21:20:00 GMT

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Is there one that can drop Recon bikes after a vehicle has been purchased that doesn't screw up the harvesters and/or vehicles other people can get into. For some reason, the peoples vehicles only work if I can see the vehicle.

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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sat, 16 Nov 2002 21:44:00 GMT

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RJS, U cant make true AI vehicles, there are a few scripts that will make them do stuff, but not true Innate. PDS\_TEST\_FOLLOW\_WAYPATH will make them follow a waypath, parameters are waypathID,waypathstartID,waypathendID. get the idnumbers for the waypath. also BaseDefense will make them act like a dfense turret, but they wont move. there are a couple of others I havent tried.PDS\_getinvehicle\_follow\_waypath or something, i think it will make ai bots get in a vehicle and follow a waypath for a rush effect.

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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sat, 16 Nov 2002 22:27:00 GMT

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Does anyone know the answers to any of my second post's questions.

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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sun, 17 Nov 2002 01:35:00 GMT

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as far as UNITS NOT VEHICLES you need to attach the script "M04\_Hunt\_The\_Player" that will do the job for it. as far as what units to spawn... make a temp spawner, goto settings, goto Pick Presets... there are your names of units.

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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sun, 17 Nov 2002 09:53:00 GMT

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Thanks Dante for telling me where to find the names for the spawners. I just went to Presets>Object>soldier, all the names are there.

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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sun, 17 Nov 2002 09:56:00 GMT

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Want a list of stuff to drop from a C-130 using text scripts ? Here you go:  
CnC\_GDI\_MiniGunner\_3Boss\_ALT2CnC\_GDI\_MiniGunner\_3Boss\_ALT3CnC\_GDI\_MiniGunner\_3Boss\_ALT4CnC\_Ignatio\_Mobius\_ALT2CnC\_Sydney\_PowerSuit\_ALT2CnC\_Nod\_FlameThrower\_3Boss\_ALT2CnC\_Nod\_MiniGunner\_3Boss\_ALT2CnC\_Nod\_RocketSoldier\_3Boss\_ALT2CnC\_GDI\_Grenadier\_0\_SecretCnC\_VisceroidCnC\_Nod\_Flamethrower\_0\_SecretCnC\_Nod\_RocketSoldier\_3Boss\_SecretCnC\_Nod\_RocketSoldier\_3Boss\_Secret2CnC\_POW\_MineTimed\_Player\_01CnC\_Nod\_RocketSoldier\_0\_SecretCnC\_GDI\_RocketSoldier\_2SF\_SecretCnC\_ChickenCnC\_GDI\_MiniGunner\_2SF\_LoganCnC\_Sydney\_PowerSuit\_PetrovaCnC\_Nod\_FlameThrower\_3Boss\_PetrovaCnC\_GDI\_Engineer\_0CnC\_POW\_MineRemote\_02CnC\_POW\_MineTimed\_Player\_01CnC\_GDI\_Engineer\_2SFCnC\_MineProximity\_05CnC\_POW\_MineTimed\_Player\_02CnC\_GDI\_Grenadier\_0CnC\_SydneyCnC\_Ignatio\_MobiusCnC\_GDI\_MiniGunner\_0CnC\_GDI\_MiniGunner\_1OffCnC\_GDI\_MiniGunner\_2SFCnC\_GDI\_MiniGunner\_3BossCnC\_GDI\_RocketSoldier\_0CnC\_GDI\_RocketSoldier\_1OffCnC\_GDI\_RocketSoldier\_2SFCnC\_Sydney\_PowerSuitCnC\_GDI\_Mutant\_0\_MutantCnC\_Nod\_Mutant\_0\_MutantCnC\_GDI\_Mutant\_1Off\_AcolyteCnC\_Nod\_Mutant\_1Off\_AcolyteCnC\_GDI\_Mutant\_2SF\_TemplarCnC\_Nod\_Mutant\_2SF\_TemplarCnC\_Nod\_Minigunner\_0CnC\_Nod\_Minigunner\_1OffCnC\_Nod\_Minigunner\_2SFCnC\_Nod\_Minigunner\_3BossCnC\_Nod\_RocketSoldier\_0CnC\_Nod\_RocketSoldier\_1CnC\_Nod\_RocketSoldier\_2SFCnC\_Nod\_RocketSoldier\_3BossCnC\_Nod\_FlameThrower\_0CnC\_Nod\_FlameThrower\_1OffCnC\_Nod\_FlameThrower\_2SFCnC\_Nod\_FlameThrower\_3BossCnC\_Nod\_Engineer\_0CnC\_Nod\_Technician\_0CnC\_MineProximity\_05

CnC\_GDI\_Grenadier\_2SFCnC\_Ignatio\_Mobius\_SkirmishCnC\_Sydney\_SkirmishCnC\_GDI\_RocketSoldier\_2SF\_SkirmishCnC\_GDI\_MiniGunner\_3Boss\_SkirmishCnC\_GDI\_MiniGunner\_0\_SkirmishCnC\_Nod\_MiniGunner\_3Boss\_SkirmishCnC\_Nod\_FlameThrower\_3Boss\_SkirmishCnC\_Nod\_RocketSoldier\_3Boss\_SkirmishCnC\_Nod\_MiniGunner\_0\_SkirmishCnC\_Nod\_MiniGunner\_2SF\_SkirmishCnC\_Death\_PowerupCnC\_Crate\_PowerupCnC\_POW\_Ammo\_Clip01CnC\_POW\_Ammo\_Clip02CnC\_POW\_Ammo\_Clip04CnC\_Money\_CrateM00\_CnC\_CrateCnC\_POW\_AutoRifle\_Player\_GDICnC\_POW\_AutoRifle\_Player\_NodCnC\_POW\_RocketLauncher\_PlayerCnC\_POW\_VoltAutoRifle\_Player\_NodCnC\_POW\_MineRemote\_01CnC\_POW\_MineRemote\_02CnC\_POW\_MineTimed\_Player\_01CnC\_POW\_MineTimed\_Player\_02CnC\_POW\_RepairGun\_PlayerCnC\_MineProximity\_05CnC\_POW\_Ammo\_ClipMaxCnC\_POW\_Armor\_MaxCnC\_POW\_Health\_MaxCnC\_POW\_IonCannonBeacon\_PlayerCnC\_POW\_Nuclear\_Missile\_BeaconCnC\_Ammo\_CrateCnC\_Nod\_Cargo\_DropCnC\_Nod\_Truck\_Player\_SecretCnC\_GDI\_OrcaCnC\_Nod\_ApacheCnC\_Civilian\_Pickup01\_SecretCnC\_Civilian\_Sedan01\_SecretCnC\_Nod\_TransportCnC\_GDI\_TransportCnC\_GDI\_Gun\_EmplacementCnC\_GDI\_Humm-veeCnC\_Nod\_BuggyCnC\_Rocket\_EmplacementCnC\_Cannon\_EmplacementCnC\_NOD\_Gun\_EmplacementCnC\_Nod\_Ceiling\_GunCnC\_GDI\_Ceiling\_GunCnC\_GDI\_HarvesterCnC\_Nod\_HarvesterCnC\_GDI\_APCCnC\_GDI\_Mammoth\_TankCnC\_GDI\_Medium\_TankCnC\_GDI\_MRLSCnC\_Nod\_APCCnC\_Nod\_Flame\_TankCnC\_Nod\_Light\_TankCnC\_Nod\_Mobile\_ArtilleryCnC\_Nod\_Recon\_BikeCnC\_Nod\_Stealth\_TankCnC\_Beacon\_IonCannonCnC\_Beacon\_NukeStrikeCnC\_Weapon\_Flamethrower\_PlayerCnC\_Weapon\_ChemSprayer\_PlayerCnC\_Weapon\_Orca\_RocketCnC\_Weapon\_Apache\_MachineGunCnC\_Weapon\_Orca\_HeavyMachineGunCnC\_Weapon\_Apache\_RocketCnC\_Weapon\_APC\_M60MGCnC\_Weapon\_APC\_M60MG\_RedTracerWeapon\_CnC\_Ceiling\_Gun\_GDICnC\_Weapon\_MineTimed\_PlayerCnC\_Weapon\_MineTimed\_Player\_2MaxCnC\_Weapon\_MineRemote\_PlayerCnC\_Weapon\_MineRemote\_Player\_2MaxCnC\_Weapon\_AutoRifle\_PlayerCnC\_Weapon\_AutoRifle\_Player\_NodCnC\_Weapon\_RocketLauncher\_PlayerCnC\_Weapon\_RepairGun\_Player\_SpecialWeapon\_CnC\_Ceiling\_Gun\_NodCnC\_Weapon\_RamjetRifle\_PlayerCnC\_Weapon\_SniperRifle\_PlayerCnC\_Weapon\_SniperRifle\_Player\_NodCnC\_Weapon\_IonCannonBeacon\_PlayerCnC\_Weapon\_NukeBeacon\_PlayerCnC\_Ammo\_Flamethrower\_PlayerCnC\_Ammo\_ChemSprayer\_PlayerCnC\_Ammo\_Orca\_RocketCnC\_Ammo\_Apache\_RocketCnC\_Ammo\_Apache\_HeavyMachineGunCnC\_Ammo\_APC\_M60MGCnC\_Ammo\_APC\_M60MG\_RedTracerCnC\_Ammo\_Orca\_HeavyMachineGunCnC\_Ammo\_Ceiling\_Gun\_GDICnC\_Ammo\_RocketLauncher\_PlayerCnC\_Ammo\_RepairGun\_Player\_SpecialAmmo\_CnC\_Ceiling\_Gun\_NodCnC\_Ammo\_RamjetRifle\_PlayerCnC\_Ammo\_SniperRifle\_PlayerCnC\_Ammo\_SniperRifle\_Player\_NodCnC\_Ammo\_IonCannonBeacon\_PlayerCnC\_Ammo\_NukeBeacon\_PlayerCnC\_Explosion\_Shell\_RocketM00\_Nod\_Obelisk\_CnCWeapon\_Shotgun\_PlayerWeapon\_SniperRifle\_PlayerWeapon\_RocketLauncher\_PlayerAmmo\_Shotgun\_PlayerAmmo\_SniperRifle\_PlayerAmmo\_Chaingun\_PlayerWeapon\_Flamethrower\_PlayerAmmo\_Flamethrower\_PlayerWeapon\_Pistol\_PlayerAmmo\_Pistol\_PlayerAmmo\_GrenadeLauncher\_PlayerWeapon\_Chaingun\_PlayerWeapon\_GrenadeLauncher\_PlayerAmmo\_MineTimed\_PlayerWeapon\_MineRemote\_PlayerWeapon\_MineTimed\_PlayerAmmo\_RocketLauncher\_PlayerAmmo\_MineRemote\_PlayerAmmo\_MineProximity\_PlayerWeapon\_MineProximity\_PlayerAmmo\_ChemSprayer\_PlayerWeapon\_ChemSprayer\_PlayerPOW\_Pistol\_PlayerPOW\_Shotgun\_PlayerPOW\_SniperRifle\_PlayerPOW\_RocketLauncher\_PlayerPOW\_MineRemote\_PlayerPOW\_GrenadeLauncher\_PlayerPOW\_Chaingun\_PlayerPOW\_ChemSprayer\_PlayerPOW\_Flamethrower\_PlayerPOW\_RepairGun\_PlayerPOW\_IonCannonBeacon\_PlayerPOW\_LaserChaingun\_PlayerPOW\_VoltAutoRifle\_PlayerPOW\_RamjetRifle\_PlayerPOW\_LaserRifle\_PlayerPOW\_MineTimed\_PlayerPOW\_MineProximity\_PlayerPOW\_AutoRifle\_PlayerPOW\_PersonallonCannon\_PlayerPOW\_TiberiumAutoRifle\_PlayerPOW\_TiberiumFlechetteGun\_PlayerPOW\_Railgun\_PlayerPOW\_AutoRifle\_Player\_NodPOW\_Chaingun\_Player\_NodPOW\_SniperRifle\_Player\_NodGDI\_APC\_PlayerGDI\_Humm-vee\_PlayerGDI\_Mammoth\_Tank\_PlayerGDI\_Medium\_

Tank\_PlayerGDI\_MRLS\_PlayerNod\_APC\_PlayerNod\_Buggy\_PlayerNod\_Flame\_Tank\_PlayerNod\_Light\_Tank\_PlayerNod\_Mobile\_Artillery\_PlayerNod\_Recon\_Bike\_PlayerNod\_SSM\_Launcher\_PlayerNod\_Stealth\_Tank\_PlayerNod\_Gun\_Emplacement\_PlayerNod\_Cannon\_Emplacement\_PlayerNod\_Rocket\_Emplacement\_PlayerWeapon\_IonCannonBeacon\_PlayerWeapon\_LaserRifle\_PlayerWeapon\_AutoRifle\_PlayerWeapon\_LaserChaingun\_PlayerWeapon\_PersonallonCannon\_PlayerWeapon\_RamjetRifle\_PlayerWeapon\_TiberiumAutoRifle\_PlayerWeapon\_TiberiumFlechetteGun\_PlayerWeapon\_VoltAutoRifle\_PlayerWeapon\_RepairGun\_PlayerWeapon\_StealthTank\_PlayerWeapon\_ReconBike\_PlayerWeapon\_MediumTank\_Cannon\_PlayerWeapon\_MammothTank\_Rocket\_PlayerWeapon\_MammothTank\_Cannon\_PlayerWeapon\_LightTank\_Cannon\_PlayerWeapon\_Humm-Vee\_M60MG\_PlayerWeapon\_FlameTank\_PlayerWeapon\_Emplacement\_Rocket\_PlayerWeapon\_Emplacement\_Gun\_PlayerWeapon\_Emplacement\_Cannon\_PlayerWeapon\_Buggy\_M60MG\_PlayerWeapon\_APC\_M60MG\_PlayerWeapon\_Railgun\_PlayerWeapon\_NukeBeacon\_PlayerWeapon\_SSM\_PlayerWeapon\_MRLS\_PlayerWeapon\_MobileArtillery\_Cannon\_PlayerWeapon\_Chaingun\_PlayerNodWeapon\_AutoRifle\_PlayerNodWeapon\_SniperRifle\_PlayerNodWeapon\_Nod\_APC\_PlayerWeapon\_VoltAutoRifle\_PlayerNodAmmo\_IonCannonBeacon\_PlayerAmmo\_LaserRifle\_PlayerAmmo\_AutoRifle\_PlayerAmmo\_LaserChaingun\_PlayerAmmo\_PersonallonCannon\_PlayerAmmo\_RamjetRifle\_PlayerAmmo\_TiberiumAutoRifle\_PlayerAmmo\_TiberiumFlechetteGun\_PlayerAmmo\_VoltAutoRifle\_PlayerAmmo\_RepairGun\_PlayerAmmo\_RepairGun\_PlayerAlternateAmmo\_StealthTank\_PlayerAmmo\_ReconBike\_Rocket\_PlayerAmmo\_MediumTank\_Cannon\_PlayerAmmo\_MammothTank\_Rocket\_PlayerAmmo\_MammothTank\_Cannon\_PlayerAmmo\_LightTank\_Cannon\_PlayerAmmo\_Humm-Vee\_M60MG\_PlayerAmmo\_FlameTank\_PlayerAmmo\_Emplacement\_Rocket\_PlayerAmmo\_Emplacement\_Gun\_PlayerAmmo\_Emplacement\_Cannon\_PlayerAmmo\_Buggy\_M60MG\_PlayerAmmo\_APC\_M60MG\_PlayerAmmo\_Railgun\_PlayerAmmo\_MobileArtillery\_PlayerAmmo\_NukeBeacon\_PlayerAmmo\_SSM\_PlayerAmmo\_MRLS\_PlayerAmmo\_AutoRifle\_PlayerNodAmmo\_SniperRifle\_PlayerNodAmmo\_Chaingun\_PlayerNodAmmo\_Nod\_APC\_PlayerAmmo\_VoltAutoRifle\_PlayerNodCnC\_GDI\_Grenadier\_0\_SecretCnC\_Nod\_Flamethrower\_0\_SecretCnC\_Nod\_RocketSoldier\_3Boss\_SecretCnC\_Nod\_RocketSoldier\_3Boss\_Secret2CnC\_Nod\_RocketSoldier\_0\_SecretCnC\_GDI\_RocketSoldier\_2SF\_SecretCnC\_Nod\_Truck\_Player\_SecretCnC\_Civilian\_Pickup01\_SecretCnC\_Civilian\_Sedan01\_Secret

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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sun, 17 Nov 2002 12:04:00 GMT

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quote:Originally posted by generalfox:Is there one that can drop Recon bikes after a vehicle has been purchased that doesn't screw up the harvesters and/or vehicles other people can get into.For some reason, the peoples vehicles only work if I can see the vehicle.What exactly do you mean here? You totally confused a really simple point i'm sure.You mean you want a c130 script to spawn a nod recon bike after a vehicle is purchased, right? How would this screw up the harvesters/other vehicles? Other than when it's spawned to early, and the two units are bound together?If so, just delay the spawn event to 100 or so frames later. quote:Originally posted by rjs87:Does anyone know the answers to any of my second post's questions.As for you, just explain EXACTLY what you want, and i will script it for you.

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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sun, 17 Nov 2002 12:04:00 GMT

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Ok I have made it so that that the people keep being made and now with the AI scripts in they move around. But the only ones that I am able to make are:NOD\_minigunner\_0NOD\_flamethrower\_0NOD\_technician\_0NOD\_engineer\_0NOD\_rocketso  
dier\_0I can't seem to get any others to work. Does anyone know and/or tell me where to look to find the rest of the names?

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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sun, 17 Nov 2002 12:22:00 GMT

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quote:Originally posted by npsmith82: quote:Originally posted by generalfox:Is there one that can drop Recon bikes after a vehicle has been purchased that doesn't screw up the harvesters and/or vehicles other people can get into.For some reason, the peoples vehicles only work if I can see the vehicle.What exactly do you mean here? You totally confused a really simple point i'm sure.You mean you want a c130 script to spawn a nod recon bike after a vehicle is purchased, right? How would this screw up the harvesters/other vehicles? Other than when it's spawned to early, and the two units are bound together?If so, just delay the spawn event to 100 or so frames later. quote:Originally posted by rjs87:Does anyone know the answers to any of my second post's questions.As for you, just explain EXACTLY what you want, and i will script it for you.Ok this is EXACTLY what I want:1. I want units that only spawn after a vehicle spawns. (not every 20 seconds). And also have attached scripts which will kill the enemy and follow one of their own teammates. 2. The names of all the units so that I can make little changes whenever I want.Is that enough or do you need more?

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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sun, 17 Nov 2002 18:57:00 GMT

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Ok I am having a problem. First, I have now gotten people to spawn from the airstrip. The problem is when they spawn they are stuck inside the vehicle that was created. Here is a screenshot... Screenshot and another problem is after I destroy the vehicle and the infantry unit is still alive they do not follow me. Here is a screenshot... Screenshot And here is my script so far.  
\*\*\*\*\* CNC MODE: NOD AIRSTRIP DROPOFF \*\*\*\*\*  
\*\*\*\*\* Fly the C130-1 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; \*\*\*\*\*  
Attach the object-1 Attach\_To\_Bone, 3, 1, "Cargo"-100 Create\_Real\_Object, 1, "NOD\_Kane", 3,  
"-100 Attach\_Script, 1, "M00\_No\_Falling\_Damage\_DME", 3, ""-100 Attach\_Script,  
1, "M04\_Hunt\_The\_Player", 3, ""-100 Attach\_Script, 1, "M06\_Thunder\_Unit" 3, "";  
\*\*\*\*\* Drop the object off...-180 Attach\_To\_Bone, 3, -1,  
"Cargo"-280 Create\_Real\_Object, -1, "NOD\_Kane", 3, ""-280 Attach\_Script, -1,  
"M00\_No\_Falling\_Damage\_DME", 3, ""-280 Attach\_Script, -1 "M04\_Hunt\_The\_Player", 3,  
""-280 Attach\_Script, -1, "M06\_Thunder\_Unit", 3, ""

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Subject: C130 drop.txt  
Posted by [Anonymous](#) on Sun, 17 Nov 2002 21:46:00 GMT  
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Doesn't anyone know what my problem is the script?

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Subject: C130 drop.txt  
Posted by [Anonymous](#) on Sun, 17 Nov 2002 23:48:00 GMT  
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change the create object a bit later...like make it 500 instead of 280

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Subject: C130 drop.txt  
Posted by [Anonymous](#) on Mon, 18 Nov 2002 01:07:00 GMT  
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quote:Originally posted by rjs87:Doesn't anyone know what my problem is the script?The problem you have is that kane is being attached onto your purchased vehicle.Instead you should use the following code...code:; \*\*\*\*\* Fly the C130-1 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; \*\*\*\*\* Attach the object-1 Attach\_To\_Bone, 3, 1, "Cargo"; \*\*\*\*\* Drop the object off...-180 Attach\_To\_Bone, 3, -1, "Cargo"; \*\*\*\*\* Spawn Kane...-300 Create\_Real\_Object, 4, "Nod\_Kane"-300 Attach\_Script, 4, "M00\_No\_Falling\_Damage\_DME"-300 Attach\_Script, 4, "M01\_Hunt\_The\_Player\_JDG"The purchased vehicle will spawn, then 2 seconds later kane will appear on your airstrip. You must remember that 60 frames is equal to 1 second.

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Subject: C130 drop.txt  
Posted by [Anonymous](#) on Mon, 18 Nov 2002 07:03:00 GMT  
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Thanks a lot npsmith82! That fixed my problem.

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Subject: C130 drop.txt  
Posted by [Anonymous](#) on Mon, 18 Nov 2002 10:12:00 GMT  
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quote:Originally posted by npsmith82: quote:Originally posted by generalfox:Is there one that can drop Recon bikes after a vehicle has been purchased that doesn't screw up the harvesters and/or vehicles other people can get into.For some reason, the peoples vehicles only work if I can see the vehicle.What exactly do you mean here? You totally confused a really simple point i'm

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sure. You mean you want a c130 script to spawn a nod recon bike after a vehicle is purchased, right? How would this screw up the harvesters/other vehicles? Other than when it's spawned to early, and the two units are bound together? If so, just delay the spawn event to 100 or so frames later. quote:Originally posted by rjs87: Does anyone know the answers to any of my second post's questions. As for you, just explain EXACTLY what you want, and i will script it for you. How would I know why it messes up the harvester, they just don't move unless I'm watching them all the time.

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Subject: C130 drop.txt

Posted by [Anonymous](#) on Thu, 21 Nov 2002 21:27:00 GMT

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Does anyone know what the Weapons Factory Script is called?

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Subject: C130 drop.txt

Posted by [Anonymous](#) on Thu, 21 Nov 2002 21:35:00 GMT

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well i dont think there is a script for the WF, i remeber last march everyone where making script with the cnc\_130 thing while waiting for the modding tool! hehe very funny... i remeber i saw a script using the cnc\_C130 script to make a vehicles appear in the nod and gdi base... but the vehicle where only created when nod buy a vehicle! btw each map needed different script to make it work properly!

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