## Subject: cnc_c130drop

Posted by Anonymous on Fri, 20 Dec 2002 16:55:00 GMT

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haha! is this a cheat? Does GDI has something like that?I have copy a lot of txt files from Always.dat, and add something in them.......It is a cheat in single player game..

## Subject: cnc_c130drop

Posted by Anonymous on Fri, 20 Dec 2002 16:57:00 GMT

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I have it, it drops recon bikes for Nod in all maps with an airstrip =]

## Subject: cnc_c130drop

Posted by Anonymous on Fri, 20 Dec 2002 16:57:00 GMT

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u will get a stealth flammer by these commands:; Version 2 of Stealth Tanks and Gun Emplacements only without the stealth.... NOD Flame Tank by Carbon-Kid Co-Admin of http://thinkharder.cjb.net for more information on our MOD`s visit our website or email us : admin@thinkharder.cjb.net my personal email is sjezk3@hotmail.com ;; Available Cinematic Script Commands;; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation; id can be -1 to mean do not store this object, and do not destroy; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump";; time/frame Destroy_Object, id (slot); 0 Destroy_Object, 0;; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name; 0 Play_Animation, 0, "Human.Jump", false;; time/frame Control_Camera, id ( slot ); use id -1 for disabling control;; note this will also disable star control and disbale the hud; 0 Control_Camera, 0;;_____;****************** CHEAT SHEET ****************************;Start frame create_object slot number model x,y,z,facing animation name( model*hierarchy*.anim );Start frame Play_Animation slot number anim name ( model*hierarchy*.anim ) looping  Sub Object;Start frame Play_Audio wave filename slot number bone name;        * no slot # / bone name = 2D Audio;0= NO LOOP ( kills object when finshed ) 1= LOOP;************************ CNC MODE: NOD AIRSTRIP DROPOFF ***********************-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,  1-1 Attach_To_Bone,  3, 1, "Cargo"-180 Attach_To_Bone,  3, -1, "Cargo"-900 Attach_Script,  3, "M02_PLAYER_VEHICLE", "";  **************************** Trajectory Transport-201 Create_Object, 4, "XG_HDB_TTraj",  0, 0, 0, 0-201 Play_Animation,  4, "XG_HDB_TTraj.XG_HDB_TTraj", 4-565 destroy_object,  4; **************************** Transport-201 Create_Real_Object, 5, "NOD_Transport_Helicopter", 4, "BN_Trajectory"-201 Attach_Script,  5, "M00_Damage_Modifier_DME", "0,1,1,0,0"-201 Attach_Script,  5, "M02_PLAYER_VEHICLE", ""-201 Attach_to_Bone,  5,4,"BN_Trajectory"-201 Play_Animation,  5, "v_GDI_trnspt.v_GDI_trnspt",4-565 destroy_object,  5; **************************** Trajectory Flame Tank-201 Create_Object,  6, "XG_HDB_HTraj",  0, 0, 0, 0-201 Play_Animation,  6,

"XG_HDB_HTraj.XG_HDB_HTraj", 4-565 destroy_object, 6; *****************************
Humvee-201 Create_Real_Object, 7, "CNC_NOD_Flame_tank", 6, "BN_Trajectory" -201
Attach_Script,        7, "M01_Hunt_The_Player_JDG",
""-201 Attach_to_Bone, 7,6,"BN_Trajectory"-348 Attach_to_Bone, 7,-4,"BN_Trajectory"-348 Atta
ch_Script, 7, "M01_Medium_Tank_JDG", ""; *****************************
Harness-201 Create_Object, 8, "XG_HDB_Harness",  0, 0, 0, 0-201 Play_Animation, 8,
"XG_HDB_Harness.XG_HDB_Harness", 0-565 destroy_object, 8

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## Subject: cnc_c130drop
Posted by Anonymous on Fri, 20 Dec 2002 16:58:00 GMT
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And i have a lot of them..eg: I can get 2000 health, haha! And all weapons, I never die in single
player game, even the hardest.

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## Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 05:46:00 GMT
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Can someone help me with textureing.I have dowloaded Dante's help file but my textures looks
verry bad.http://www.n00bstories.com/image.view.php?id=1226872302

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## Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 07:40:00 GMT
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i can help u with that go to uvw mapping and lower some of the numbers i forgot the name of
them

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## Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 08:58:00 GMT
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when ever i run the level editor, it cant find most of the textures, and just replaces them with a
westwood logo.  if anyone knows what to do, please help me out

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## Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 09:45:00 GMT
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Were you export your w3d file thats were all your textures should be.

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Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 09:55:00 GMT
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You need to put all of the texture files inside your EditorCache folder in your LevelEdit folder. Then, they will show up in LevelEdit.

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Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 09:56:00 GMT
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place textures in the editor cache folder. They should be in .tga format and 24/32 bit.

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Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 10:33:00 GMT
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I still have the same problem.   I tried a lot of things but none of them solve my problem

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Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 10:57:00 GMT
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I just put the textures into the level folder, and it worked just fine.... i tried the editor cache and it didn't work... oh well

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Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 17:01:00 GMT
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it also says, 33k + polys!

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Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 22:16:00 GMT
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Select the plane you wish to modify the texture from "bad to good" as you say.Then go to the

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Main Panel and click on "Modifiers", then and move your cursor to "UV Coordinates" and click on "UVW Map". The modifier will be applied to the selected object, which will allow you to modify the texture coordinates to suit your taste.Now, some values shall appear in your right panel, inside Lenght and Width boxes. Change those values to obtain the necessary "good texture" you need (Default values for a non-flying map to me are 7,2 - 7,2).

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Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 23:12:00 GMT
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quote:Originally posted by AnAverageNoob:I just put the textures into the level folder, and it worked just fine.... i tried the editor cache and it didn't work... oh wellThen try moving your w3d file in the EditorCache folder.

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Subject: cnc_c130drop
Posted by Anonymous on Mon, 23 Dec 2002 01:43:00 GMT
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quote: it also says, 33k + polys!   ?????

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Subject: cnc_c130drop
Posted by Anonymous on Mon, 23 Dec 2002 02:12:00 GMT
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quote:Originally posted by Slayer 143: quote: it also says, 33k + polys!   ?????On the bottum right.

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