Subject: cnc_c130drop
Posted by Anonymous on Fri, 20 Dec 2002 17:14:00 GMT
View Forum Message <> Reply to Message

-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";Units ----------;********** Create Apache-300 Create_Real_Object, 4, "cnc_nod_apache"-320 Create_Real_Object, 5, "CnC_Nod_Apache"-320 Attach_Script, 5, "M02_Player_Vehicle"-340 Destroy_Object, 4;********** Create Orca-700 Create_Real_Object, 6, "cnc_nod_apache"-710 Create_Real_Object, 7, "CnC_GDI_Orca"-710 Attach_Script, 7, "M02_Player_Vehicle"-720 Destroy_Object, 6;********** Create Recon Bike-1000 Create_Real_Object, 8, "cnc_nod_apache"-1010 Create_Real_Object, 9, "Nod_Recon_Bike_Player"-1010 Attach_Script, 9, "M02_Player_Vehicle"-1020 Destroy_Object, 8-300 Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,

"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,

"POW_Medal_Health"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,

"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-300 Create_Real_Object, 7, "POW_Medal_Armor"-300
Create_Real_Object, 7, "POW_Medal_Armor"-300 Create_Real_Object, 7,
"POW_Medal_Armor"-320 Create_Real_Object, 10,
"POW_SniperRifle_Player"-320 Create_Real_Object, 10,
"POW_SniperRifle_Player"-320 Create_Real_Object, 10,
"POW_SniperRifle_Player"-320 Create_Real_Object, 10,

"POW_SniperRifle_Player"-320 Create_Real_Object, 10,
"POW_SniperRifle_Player"-320 Create_Real_Object, 10,
"POW_SniperRifle_Player"-320 Create_Real_Object, 10,
"POW_SniperRifle_Player"-320 Create_Real_Object, 10,
"POW_MineRemote_Player"-320 Create_Real_Object, 10,
"POW_MineRemote_Player"-320 Create_Real_Object, 10,
"POW_MineRemote_Player"-320 Create_Real_Object, 10,
"POW_MineRemote_Player"-320 Create_Real_Object, 10,
"POW_MineRemote_Player"-320 Create_Real_Object, 10,
"POW_MineRemote_Player"-320 Create_Real_Object, 10,
"POW_MineRemote_Player"-320 Create_Real_Object, 10,
"CnC_POW_IonCannonBeacon_Player"-320 Create_Real_Object, 10,
"CnC_POW_Nuclear_Missle_Beacon"-320 Create_Real_Object, 10,
"POW_MineProximity_Player"-320 Create_Real_Object, 10,
"POW_MineProximity_Player"-320 Create_Real_Object, 10,
"POW_MineProximity_Player"-320 Create_Real_Object, 10,
"POW_MineProximity_Player"-320 Create_Real_Object, 10,
"POW_MineProximity_Player"-320 Create_Real_Object, 10,
"POW_MineProximity_Player"-320 Create_Real_Object, 10,
"POW_MineProximity_Player"-320 Create_Real_Object, 10,
"POW_MineTimed_Player"-320 Create_Real_Object, 10,
"POW_MineTimed_Player"-320 Create_Real_Object, 10,
"POW_MineTimed_Player"-320 Create_Real_Object, 10,
"POW_MineTimed_Player"-320 Create_Real_Object, 10,
"POW_MineTimed_Player"-320 Create_Real_Object, 10,
"POW_MineTimed_Player"-320 Create_Real_Object, 10,
"POW_MineTimed_Player"-320 Create_Real_Object, 10,
"POW_Chaingun_Player"-320 Create_Real_Object, 10,
"POW_Chaingun_Player"-320 Create_Real_Object, 10,
"POW_Chaingun_Player"-320 Create_Real_Object, 10,
"POW_Chaingun_Player"-320 Create_Real_Object, 10,
"POW_Chaingun_Player"-320 Create_Real_Object, 10,
"POW_Chaingun_Player"-320 Create_Real_Object, 10,
"POW_Chaingun_Player"-320 Create_Real_Object, 10,
"POW_ChemSprayer_Player"-320 Create_Real_Object, 10,
"POW_ChemSprayer_Player"-320 Create_Real_Object, 10,
"POW_ChemSprayer_Player"-320 Create_Real_Object, 10,
"POW_ChemSprayer_Player"-320 Create_Real_Object, 10,
"POW_ChemSprayer_Player"-320 Create_Real_Object, 10,
"POW_ChemSprayer_Player"-320 Create_Real_Object, 10,
"POW_ChemSprayer_Player"-320 Create_Real_Object, 10,
"POW_FlameThrower_Player"-320 Create_Real_Object, 10,
"POW_FlameThrower_Player"-320 Create_Real_Object, 10,
"POW_FlameThrower_Player"-320 Create_Real_Object, 10,
"POW_FlameThrower_Player"-320 Create_Real_Object, 10,
"POW_FlameThrower_Player"-320 Create_Real_Object, 10,
"POW_FlameThrower_Player"-320 Create_Real_Object, 10,
"POW_GrenadeLauncher_Player"-320 Create_Real_Object, 10,

"POW_GrenadeLauncher_Player"-320 Create_Real_Object, 10,
"POW_GrenadeLauncher_Player"-320 Create_Real_Object, 10,
"POW_GrenadeLauncher_Player"-320 Create_Real_Object, 10,
"POW_GrenadeLauncher_Player"-320 Create_Real_Object, 10,
"POW_GrenadeLauncher_Player"-320 Create_Real_Object, 10,
"POW_GrenadeLauncher_Player"-320 Create_Real_Object, 10,
"POW_LaserChainGun_Player"-320 Create_Real_Object, 10,
"POW_LaserChainGun_Player"-320 Create_Real_Object, 10,
"POW_LaserChainGun_Player"-320 Create_Real_Object, 10,
"POW_LaserChainGun_Player"-320 Create_Real_Object, 10,
"POW_LaserChainGun_Player"-320 Create_Real_Object, 10,
"POW_LaserChainGun_Player"-320 Create_Real_Object, 10,
"POW_LaserChainGun_Player"-320 Create_Real_Object, 10,
"POW_LaserRifle_Player"-320 Create_Real_Object, 10,
"POW_LaserRifle_Player"-320 Create_Real_Object, 10,
"POW_LaserRifle_Player"-320 Create_Real_Object, 10,
"POW_LaserRifle_Player"-320 Create_Real_Object, 10,
"POW_LaserRifle_Player"-320 Create_Real_Object, 10,
"POW_LaserRifle_Player"-320 Create_Real_Object, 10,
"POW_LaserRifle_Player"-320 Create_Real_Object, 10,
"POW_PersonalIonCannon_Player"-320 Create_Real_Object, 10,
"POW_PersonalIonCannon_Player"-320 Create_Real_Object, 10,
"POW_PersonalIonCannon_Player"-320 Create_Real_Object, 10,
"POW_PersonalIonCannon_Player"-320 Create_Real_Object, 10,
"POW_PersonalIonCannon_Player"-320 Create_Real_Object, 10,
"POW_PersonalIonCannon_Player"-320 Create_Real_Object, 10,
"POW_PersonalIonCannon_Player"-320 Create_Real_Object, 10,
"POW_Pistol_Player"-320 Create_Real_Object, 10,
"POW_Pistol_Player"-320 Create_Real_Object, 10,
"POW_Pistol_Player"-320 Create_Real_Object, 10,
"POW_Pistol_Player"-320 Create_Real_Object, 10,
"POW_Pistol_Player"-320 Create_Real_Object, 10,
"POW_Pistol_Player"-320 Create_Real_Object, 10,
"POW_Pistol_Player"-320 Create_Real_Object, 10,
"POW_RailGun_Player"-320 Create_Real_Object, 10,
"POW_RailGun_Player"-320 Create_Real_Object, 10,
"POW_RailGun_Player"-320 Create_Real_Object, 10,
"POW_RailGun_Player"-320 Create_Real_Object, 10,
"POW_RailGun_Player"-320 Create_Real_Object, 10,
"POW_RailGun_Player"-320 Create_Real_Object, 10,
"POW_RailGun_Player"-320 Create_Real_Object, 10,
"POW_RamjetRifle_Player"-320 Create_Real_Object, 10,
"POW_RamjetRifle_Player"-320 Create_Real_Object, 10,
"POW_RamjetRifle_Player"-320 Create_Real_Object, 10,
"POW_RamjetRifle_Player"-320 Create_Real_Object, 10,
"POW_RamjetRifle_Player"-320 Create_Real_Object, 10,
"POW_RamjetRifle_Player"-320 Create_Real_Object, 10,
"POW_RamjetRifle_Player"-320 Create_Real_Object, 10,

"POW_RepairGun_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_Shotgun_Player"-320 Create_Real_Object, 10,
"POW_Shotgun_Player"-320 Create_Real_Object, 10,
"POW_Shotgun_Player"-320 Create_Real_Object, 10,
"POW_Shotgun_Player"-320 Create_Real_Object, 10,
"POW_Shotgun_Player"-320 Create_Real_Object, 10,
"POW_Shotgun_Player"-320 Create_Real_Object, 10,
"POW_Shotgun_Player"-320 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player"-320 Create_Real_Object, 10,
"CnC_POW_TiberiumFlechetteRifle_Player"-320 Create_Real_Object, 10,
"CnC_POW_TiberiumFlechetteRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumFlechetteRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumFlechetteRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumFlechetteRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumFlechetteRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumFlechetteRifle_Player"-320 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player"-320 Create_Real_Object, 10, "POW_VoltAutoRifle_Player"

Subject: cnc_c130drop
Posted by Anonymous on Fri, 20 Dec 2002 20:01:00 GMT
View Forum Message <> Reply to Message

Right...

Subject: cnc_c130drop
Posted by Anonymous on Fri, 20 Dec 2002 21:45:00 GMT
View Forum Message <> Reply to Message

... You need to be shot... No wait, you cheat... You need to be shot in real life instead! [December 20, 2002, 22:12: Message edited by: IModx1]

Subject: cnc_c130drop
Posted by Anonymous on Fri, 20 Dec 2002 23:39:00 GMT
View Forum Message <> Reply to Message

wtf is this?

Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 01:06:00 GMT
View Forum Message <> Reply to Message

copy them in a txt file call cnc_c130drop.txt and u will get lot's of things in the airstrip when u host.

Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 05:50:00 GMT
View Forum Message <> Reply to Message

I know, but theirs nothing for GDI in this, so I won't use it. Unless this mod can be implemented on both sides making it far and balenced, its just a cheap cheat.The ppl who created that mod had this in their readme of V2---thanx to ModMania, kingwolfspecial thanx to Ferrari099\% of the work was done by these modders i simply had the idea to put their mods into one,Ferrari0 did the drop for both sides, Modmania made the god mode possible, and kingwolf helped testing!I compiled their great work managed the team and made this readme so i did 1\% of the work!**********;to use this mod simply unzip it into your renegade/data/... so it will look like this renegade/data/zoutsidermodsthis mod only works on the city.mix and hourglass.mix mapsthis mod allows you to have all weapons & power ups for both sides, the gdi will get the orca & the gdi chinook and the nod will get the recon, apache, & the nod chinook!and gdi's aircraft, weapons, & power ups will actually be delivered to the gdi's base!!all extras will be delivered when ever nod buys a vehicle of any kind including the harvester!there ya go now you're set play the game and have funany problems? contactzoutsider = outsider_xxx@hotmail.comModmania = go2_da_xtrm@hotmail.comkingwolf = kingwolfx@msn.comFerrari0 = kevin_m_mize@yahoo.com---And had this added on to get GDI the same thing to make it far and balenced; ********** GDI Side C130 Path-1 Create_Object, 8, "X3_a10_strk1", 0, 0, 0, 0-1 Play_Animation, 8, "X3_a10_strk1.X3_a10_strk1", 1-600 Destroy_Object, 8-1 Create_Object, 9, "v_nod_cplane"-1 Attach_To_Bone, 9, 8, "BN_a-10_000"-600 Destroy_Object, 9; ********** Hum-vee to Transport-130 Create_Real_Object, 14, "cnc_gdi_humm-vee", 9, "Cargo"-325 Create_Real_Object, 15, "cnc_gdi_transport", 14-325 Attach_Script, 15, "M02_PLAYER_VEHICLE"-325 Destroy_Object, 14; ********** Mammoth to Orca-136 Create_Real_Object, 27, "cnc_gdi_mammoth_tank", 9, "Cargo"-500 Create_Real_Object, 26, "cnc_gdi_orca", 27-500 Attach_Script, 26, "M02_PLAYER_VEHICLE"-500 Destroy_Object, 27; ********** Power ups-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,

"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,
"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,
"Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125
Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6,

"POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7,

"POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7,

"POW_Medal_Armor", 9, "Cargo"-125 Create_Real_Object, 7, "POW_Medal_Armor", 9, "Cargo"-120 Create_Real_Object, 10,

"POW_SniperRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_SniperRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_SniperRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_SniperRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_SniperRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_SniperRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_SniperRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineProximity_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineProximity_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineProximity_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineProximity_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineProximity_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineProximity_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineProximity_Player", 9, "Cargo"-120 Create_Real_Object, 10, "CnC_POW_IonCannonBeacon_Player", 9, "Cargo"-120 Create_Real_Object, 10, "CnC_POW_Nuclear_Missle_Beacon", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineRemote_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineRemote_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineRemote_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineRemote_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineRemote_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineRemote_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineRemote_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineRemote_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineRemote_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineRemote_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineRemote_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineTimed_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineTimed_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineTimed_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineTimed_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineTimed_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineTimed_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineTimed_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineTimed_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineTimed_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineTimed_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineTimed_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_MineTimed_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Chaingun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Chaingun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Chaingun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Chaingun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Chaingun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Chaingun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Chaingun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_ChemSprayer_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_ChemSprayer_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_ChemSprayer_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_ChemSprayer_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_ChemSprayer_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_ChemSprayer_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_ChemSprayer_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_FlameThrower_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_FlameThrower_Player", 9, "Cargo"-120 Create_Real_Object, 10,

"POW_FlameThrower_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_FlameThrower_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_FlameThrower_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_FlameThrower_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_GrenadeLauncher_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_GrenadeLauncher_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_GrenadeLauncher_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_GrenadeLauncher_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_GrenadeLauncher_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_GrenadeLauncher_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_GrenadeLauncher_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_LaserChainGun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_LaserChainGun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_LaserChainGun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_LaserChainGun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_LaserChainGun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_LaserChainGun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_LaserChainGun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_LaserRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_LaserRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_LaserRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_LaserRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_LaserRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_LaserRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_LaserRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_PersonalIonCannon_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_PersonalIonCannon_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_PersonalIonCannon_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_PersonalIonCannon_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_PersonalIonCannon_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_PersonalIonCannon_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_PersonalIonCannon_Player"-120 Create_Real_Object, 10, "POW_Pistol_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Pistol_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Pistol_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Pistol_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Pistol_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Pistol_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Pistol_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RailGun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RailGun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RailGun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RailGun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RailGun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RailGun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RailGun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RamjetRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RamjetRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RamjetRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RamjetRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RamjetRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RamjetRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RamjetRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RepairGun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RocketLauncher_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_RocketLauncher_Player", 9, "Cargo"-120 Create_Real_Object, 10,

"POW_RocketLauncher_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_RocketLauncher_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_RocketLauncher_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_RocketLauncher_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_RocketLauncher_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_Shotgun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Shotgun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Shotgun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Shotgun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_Shotgun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Shotgun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_Shotgun_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_TiberiumAutoRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10, "POW_TiberiumAutoRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_TiberiumFlechetteGun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_TiberiumFlechetteGun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_TiberiumFlechetteGun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_TiberiumFlechetteGun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_TiberiumFlechetteGun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_TiberiumFlechetteGun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_TiberiumFlechetteGun_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player", 9, "Cargo"Personaly I advise against its use, all those weapons start to create a lot of FPS lag because it starts putting a hole lot of ploys and textures into the map. You can host it with out any one else having this mod and still have lots of ppl join, but the lag created by all the addtional polys and textures makes gameplay suck. I never host a game with it.But your just cheap using the nod only version.

Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 16:25:00 GMT
View Forum Message <> Reply to Message

it works in both muli and single player game. If u take out the txt file from Always.dat, and copy them in it.

Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 16:36:00 GMT
View Forum Message <> Reply to Message

hmmmm i swear i put a post in this.....ok...why the **** u letting people cheat in game..i go onto these servers and see stealth men with the bloody ramjet rifle and railguns and ****.....its cheating..and especially when they can get god mode and ****....it ruins the game....and WHY DONT WESTWOOD BLOODY DELETE THIS..IT IS **** and ruins the game

---

Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 17:06:00 GMT
View Forum Message <> Reply to Message

I know it works, and I don't care, that Mod is more or less an inconvenance because it kills the Frame Rates, and the addtional info drived from it cause a little Server lag as well, even for the host.If your going to use it though "tkhyuri" make sure you add the GDI side as well, don't be cheap and have the ideams drop only on the center of nods Air strip circle. I also recommend tuning down the idems too, its cheap getting all the weapons at once, and having 2000/2000 health armor.And don't just host the game, tell every one what mod you are using, and how they can reap the benifits.Origanily the mod was suppost to work just for walls, city, and hour glass, by putting the GDI idems by the powerplant. One major defect of this mod is the Air strip dependency, nod buys a vec, the Nod cargo plain is the trigger, and in V2, an added Nod cargo plain is animated to fly over GDIs PP on Wall city/cityfly and Hourglass to drop the goods. Nods organil plain just drops the idems in the center of the circle.But still, its a cheap NotePad Text Mod with a high potital of abuse, and I standby my earlier comment that its an inconvenace with the Frame Rates casuing Vid lag and the insertion of new object info causes server lag.

Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 18:49:00 GMT
View Forum Message <> Reply to Message

the only drop script I'd use is for the recon bike only. Since it should have been added in the first place =O. I don't make it that Nod gets to be Gods in the game and totally unfair advantage over GDI. But, I need a script that allows it that it drops a recon bike after every drop off, and it doesn't totally **** up the game (vehicles don't move unless I see them, some maps the harvester is never built, making it the Recon bike is the only vehicle you can get!)Recon Bike Goodness =] [December 21, 2002, 19:26: Message edited by: generalfox]

Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 21:34:00 GMT
View Forum Message <> Reply to Message

so how do we make this work in single player game. oh and by single player do you mean the missions with havoc or multiplayer practice?