Subject: Need cnc\_c130drop Help

Posted by gr8patman on Mon, 27 Nov 2006 01:52:09 GMT

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OK, I create just little simple drop mods, like bots or flying apcs and just stupid things. So I need help with the coding, and what to put when you are only using create\_object rrather than create\_real\_object, or just any help/advice you can give me. Reply and i will appreciate very much.

Subject: Re: Need cnc\_c130drop Help

Posted by Jerad2142 on Mon, 27 Nov 2006 07:30:00 GMT

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Create\_Object is used for .w3d files.

Create\_Real\_Object is used for the presets you would find in level editor.

Subject: Re: Need cnc\_c130drop Help

Posted by Canadacdn on Tue, 28 Nov 2006 02:51:14 GMT

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In my opinion, the best way to learn how to make c130s is just to get your hands on a few scripts and mess around using different things found in those scripts. C130 is mostly a lot of copying and pasting.

Subject: Re: Need cnc\_c130drop Help

Posted by Sn1per74\* on Tue, 28 Nov 2006 03:07:53 GMT

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I made this when I used to drop mod. Hope it helps.

- -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", ""

Name it cnc\_c130drop

Scripts:

Mx0\_opelisk\_weapon\_dls <---> invisible

M00\_Disable\_Physical\_Collision\_JDG <---> disable collision M00\_damage\_modifier\_dme", "0,1,1,0,0" <---> unlimited health M05\_Nod\_gun\_emplacement GTH\_credit\_trickle", "250" <---> money M01\_hunt\_the\_player\_JDG <---> chase the player Real\_Ojects Cnc\_Gdi\_orca <---> orca Nod ssm launcher player <---> ssm launcher Cnc Nod Recon bike <--> recon bike Gdi chameleon <---> chameleon with flamethrower Cnc Nod buggy <---> Nod buggy Cnc\_Nod\_Harvester <---> Nod harvester Big\_gun\_phat <---> Shore defense cannon Cnc Nod\_Mobile\_artillery <---> nod mobile artillery Nod turret <---> Nod turret Nod comanche <---> Comanche Gdi A10 flyover <---> A10 PCT zone nod <---> Nod pt Pct\_zone\_gdi <---> gdi PT Cnc nod truck player secret <---> Cargo Truck cnc gdi humm-vee <---> hummer qdi hovercraft <---> hovercraft M01\_gdi\_gunboat <---> gunboat <---> Pickup Truck CnC\_civilian\_pickup01\_secret Mx0 nod obelisk <---> Obelisk Ceilling Gun Attach to bone: m muzzle <---> muzzle wheelp01 <---> wheel muzzlea0 <---> muzzle Create\_Object: V\_NOD\_cargop\_sm <---> Cargo Plane V jet <---> Nod Jet fireball <---> fireball V submarine <---> Submarine

Subject: Re: Need cnc\_c130drop Help Posted by nopol10 on Thu, 30 Nov 2006 01:51:25 GMT View Forum Message <> Reply to Message

I have some really old drop mods from the days of C&C Ammo. I took out one of the textures as it was to big to fit.

## File Attachments

1) Aimbots drop mods v2.rar, downloaded 134 times

Subject: Re: Need cnc\_c130drop Help

Posted by gr8patman on Tue, 19 Dec 2006 03:47:44 GMT

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ok thanks all for replying Escpecially Sn1per, i found out how to make fireball. And if anybody else can put in some cnc\_c130drop units/buildings/scripts in a reply that would be great. I especially need the code for the Nod Airstrip, so if anyone could help it would be nice