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Subject: need help with CnC\_C130drop

Posted by [mosso135](#) on Fri, 27 Jul 2007 09:41:08 GMT

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ok i had this mod thing for a while now and ive played on others severs who use this mod, and i saw one person drop an entire map onto the map we were playing. he dropped CnC\_flying and attached an apache to it so it floated i want to know how to do this and please can every1 paste has many scripts as they can for this mod pls as it would help me and other a lot thanks.

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Subject: Re: need help with CnC\_C130drop

Posted by [SWNight](#) on Fri, 27 Jul 2007 11:10:20 GMT

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Was it me?

C&C\_Flying???

Anyway here is the code for City:

```
-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", ""
```

```
-400 Create_Real_Object, 4, "CnC_Nod_Apache"  
-400 Create_Object, 5, "mp_city"  
-400 attach_to_bone, 5, 4, "wheelp01"
```

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Subject: Re: need help with CnC\_C130drop

Posted by [Sn1per74\\*](#) on Fri, 27 Jul 2007 14:27:50 GMT

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alz45 wrote on Fri, 27 July 2007 06:10Was it me?

C&C\_Flying???

Anyway here is the code for City:

```
-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", ""  
  
-400 Create\_Real\_Object, 4, "CnC\_Nod\_Apache"  
-400 Create\_Object, 5, "mp\_city"  
-400 attach\_to\_bone, 5, 4, "wheelp01"

If you want to put another map on the apache, open up the mix files of other levels and look at the .w3d file that says mp\_\*\*\*\*\*

PS- Try replacing the mp\_city with nuke\_cloud which makes a flyable nuclear mushroom cloud.

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Subject: Re: need help with CnC\_C130drop  
Posted by [SWNight](#) on Fri, 27 Jul 2007 15:00:16 GMT  
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it doesn't always start with mp\_!

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Subject: Re: need help with CnC\_C130drop  
Posted by [Sn1per74\\*](#) on Fri, 27 Jul 2007 15:10:31 GMT  
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alz45 wrote on Fri, 27 July 2007 10:00it doesn't always start with mp\_!  
It usually does.

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Subject: Re: need help with CnC\_C130drop  
Posted by [c0vert7](#) on Fri, 27 Jul 2007 17:04:31 GMT  
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thats quite old I think I have seen it back like 4 years ago when mod games were frequent and new.

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Subject: Re: need help with CnC\_C130drop  
Posted by [SWNight](#) on Mon, 30 Jul 2007 10:00:08 GMT  
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c0vert7 wrote on Fri, 27 July 2007 12:04thats quite old I think I have seen it back like 4 years ago when mod games were frequent and new.

So?

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