
Subject: Bisen's SP Air Drop Problems and Questions
Posted by [Spikey00](#) on Tue, 15 Apr 2008 02:22:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why does this drop incur a death for the bots when they land, even if they have the M00_No_Falling_Damage_DME script attached?

(The attachment is named "gdi_dropdies")

And here's another one of which I attempted to edit. This one crashes the game, and I'm believing that it is because only 3 drops are allowed?

(Named gdi_dropcrasher)

Finally, is it any way possible to have this available for multiplayer modes? My purpose is to use a c130drop along with this to have a pleasant Nod and GDI battle.

Thanks.

File Attachments

- 1) [gdi_dropcrasher.txt](#), downloaded 242 times
 - 2) [gdi_dropdies.txt](#), downloaded 235 times
-

Subject: Re: Bisen's SP Air Drop Problems and Questions
Posted by [ErroR](#) on Tue, 15 Apr 2008 13:25:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

hmmm.... can't help you here, sorry but you could try to temp some soldiers in level edit and add the no fall damage script threw level edit then try

Subject: Re: Bisen's SP Air Drop Problems and Questions
Posted by [bisen11](#) on Tue, 15 Apr 2008 14:12:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not exactly sure why your bots are dieing. I'm in school rihgt now tho so don't feel like looking to closely at your txt file. (plus it's been awhile since I've done a c130 drop mod.)

And so far as doing this for multiplayer, all you need is level edit and you can make your own objects.ddb file for it, I made a tutorial on renhelp.net .
<http://renhelp.net/index.php?mod=Tutorials&action=view&id=108>

Subject: Re: Bisen's SP Air Drop Problems and Questions
Posted by [Spikey00](#) on Tue, 15 Apr 2008 22:44:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

I understand, Bisen.

I'll try your tutorial when I have massive amounts of time... And if I'm ready for it.

Thanks.

Subject: Re: Bisen's SP Air Drop Problems and Questions
Posted by [Jerad2142](#) on Thu, 17 Apr 2008 13:53:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Try these, I fixed a few id collisions and you had a few bad scripts, and there was a few box models that don't exist that you called for (defiantly a crash).

File Attachments

- 1) [gdi_dropcrasher\[1\].txt](#), downloaded 218 times
 - 2) [gdi_dropdies\[1\].txt](#), downloaded 184 times
-