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Subject: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Fri, 22 Aug 2008 23:15:33 GMT

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I'm working on a new, ADVANCED c-130 drop editor that will let me do verry unusall stuff, like drive turrets. I'm currently working on a havester project, but the havster will not give cash. Does anyone know anny scripts to let the havester gain \$\$\$ SLOWLY? The script:

```
-201 Attach_script, 7, "GTH_Credit_Trickle","100"
```

Lets you gain 100, forever, untill destroyed. I would like it if you could gain 100 every so-and-so seconds. Also, I wouldn't like it go on on forever, or beable to gain the cash from outside the VEH.

Also, I'm working on letting un-enterable vehicals become enterable. Currently I'm using the Combo of scripts liek this to get to get in a veh, with out seeing another veh:

```
-400 Create_Real_Object, 9, "<name of veh UNDERNEETH"  
-401 Create_Real_Object, 4, "<name of object wanted to be seen"  
-400 Attach_Script, 9, "M10_Playertype_Nod"  
-402 Attach_Script, 9, "Mx0_obelisk_Weapon_DLS"  
-405 Attach_Script, 4, "<basic AI for the seen object>", ""  
-405 Attach_Script, 4, "M00_No_Falling_Damage_DME", ""  
-419 Attach_Script, 4, "M00_disable_physical_collision_JDG", "  
-401 Attach_To_Bone, 4, 9, "Wheelp01"
```

Is there a force enable entry script? Also, is there a way to controll the other object, with out letting it be ai (give you the ability to fire it)?

-Stay Tunned For More Help Requests...  
=Samous

PS: I can give away the current base file i'm using for all the scripts and more... just ask. All sorces can bee found in there.

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Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Sat, 23 Aug 2008 01:14:26 GMT

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NEW: I have made a A-10 to drop "CARGO" instead of a C-130, also using the animation:

```
"v_GDI_trnspt.v_GDI_trnspt"
```

...And using the models:

```
"XG_HDB_TTraj", "XG_HDB_Harness"
```

... with thier specific animations. Then I made a C-130 fly after the A-10 and drop off any EXTRA cargo, like powersups and what not.

#### PROBLEMS WITH A-10: FIXED

Also, the A-10 drops off its CARGO facing thge rong dirrection, is there an animation or a fix for this? If the CARGO is dropped right, the C-130 wouldn't hit it.

#### PROBLEMS WITH C-130: FIXED N/A

-help!  
=samous

PS: If you would like to know how I fixedsecartian problems, looking my base script file, that you can ask for at anytime.

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Subject: Re: CNC DROP EDIOR, NEW!  
Posted by [samous](#) on Sat, 23 Aug 2008 03:26:42 GMT  
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This is a mod that changes your C-130 into an A-10. The CARGO you buy rolls off the top of the a-10, it looks kinda funny.

The Roll\_off\_a10.bmp is the picture above.

If yo like this mod, you can find it (and others) here:  
[http://www.renegadeforums.com/index.php?t=msg&goto=348186&rid=24163#msg\\_348186](http://www.renegadeforums.com/index.php?t=msg&goto=348186&rid=24163#msg_348186)

=Samous

#### File Attachments

1) [roll\\_off\\_a10.bmp](#), downloaded 1388 times

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Subject: Re: CNC DROP EDIOR, NEW!  
Posted by [bisen11](#) on Sat, 23 Aug 2008 04:32:37 GMT  
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-201 Attach\_script, 7, "GTH\_Credit\_Trickle","100"

If you change the 100, it'll switch how much money they get.

I.E.

-201 Attach\_script, 7, "GTH\_Credit\_Trickle", "50"  
Now they'll get 50.

But that script will still give it to everyone on your team. Maybe if you some sort of timer grant power up thing? O.o

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Subject: Re: CNC DROP EDIOR, NEW!  
Posted by [ErroR](#) on Sat, 23 Aug 2008 07:02:07 GMT  
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Nice

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Subject: Re: CNC DROP EDIOR, NEW!  
Posted by [samous](#) on Sat, 23 Aug 2008 19:32:08 GMT  
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"-201 Attach\_script, 7, "GTH\_Credit\_Trickle", "50"  
Now they'll get 50."

Acually, they get 50 every -1 seconds. So they get thousands off \$\$ with just one veh. I want to know if there is a way to give off just a little. Also, I look around for times scripts for renegade, I haven't found anything useful yet.

-But thanks for the replies.  
=Samous

PS: If you know anyone that has modified c130 stuff before, could you direct them here?

EDIT: Note, for anyone wanting to give your self unfair amounts of \$\$\$, don't set the credit trickle to 250, or else you will not get any \$\$\$ (unless you happen to be playing single player).

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Subject: Re: CNC DROP EDIOR, NEW!  
Posted by [samous](#) on Sat, 23 Aug 2008 21:41:58 GMT  
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This is a C-130 to A-10 mod, it converts the C-130 into a A-10, then has a C-130 fly after it and drop off a Recon Bike.

If you like these images, you can get the full mod here:

[http://www.renegadeforums.com/index.php?t=msg&goto=348184&rid=24163#msg\\_348184](http://www.renegadeforums.com/index.php?t=msg&goto=348184&rid=24163#msg_348184)

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### File Attachments

- 1) [A10\\_drop\\_air.bmp](#), downloaded 1337 times
  - 2) [C130\\_drop\\_land.bmp](#), downloaded 1326 times
  - 3) [C130\\_drop\\_on\\_harvester.bmp](#), downloaded 1314 times
- 

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**Subject: Re: CNC DROP EDIOR, NEW!**

Posted by [mrÅ£Ä\\$Ä-z](#) on Sat, 23 Aug 2008 22:01:24 GMT

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Look what my Cargo plane can do

KLICK

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**Subject: Re: CNC DROP EDIOR, NEW!**

Posted by [samous](#) on Sat, 23 Aug 2008 22:12:21 GMT

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Cool, ow did you get it to do that? Did you edit .dll, .txt, or use lvl edit? If txt I want to know what you typed.

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**Subject: Re: CNC DROP EDIOR, NEW!**

Posted by [mrÅ£Ä\\$Ä-z](#) on Sat, 23 Aug 2008 22:34:34 GMT

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I made this Script in C++ (its compiled into a .DLL file)  
You call it by typing !Airstrike

If you start creating a server i would be glad to give you the code  
lol

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**Subject: Re: CNC DROP EDIOR, NEW!**

Posted by [samous](#) on Sat, 23 Aug 2008 22:55:48 GMT

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Thanks for the offer, but I do mainly c-130 stuff.

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**Subject: Re: CNC DROP EDIOR, NEW!**

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Link:

<http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=211>

Mod C-130 Author - Spygun11

Link:

<http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=216>

XCC Mixer 143 by "Olaf van der Spek" (not making this up)

Link:

N/a (link was lost, download from bellow, titled xccmixer143)

-For now, thats all the links.

=Samous

By downloading the file xccmixer143.zip, you accept full responsibility of ownership of that copy. If the xccmixer is (c) and not wanted to be posted here, I will remove the download and advise all downloaders to delete their xccmixer143.zip file. If such happens, and you do not delete the xccmixer.zip file or its contents, you accept full responsibility of that file, and any lawsuits about the contents can not be blamed on me.

NOTE: the previous statement is currently not court approved.

## File Attachments

1) [xccmixer143.zip](#), downloaded 143 times

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Subject: Re: CNC DROP EDIOR, NEW!

Posted by [bisen11](#) on Sun, 24 Aug 2008 06:26:01 GMT

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Is there a script that grants a powerup to a person every so often? If so you could grant them a money powerup.

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Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Sun, 24 Aug 2008 18:14:28 GMT

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There really are no timed scripts, at least not that I know of, so that won't work. If there is a script that gives you the \$\$\$ once, I would like to know it so I can do something like:

-205 Attach\_Script, 6, "M08\_Give\_Money", "200"

-305 Attach\_Script, 6, "M08\_Give\_Money", "200"

-405 Attach\_Script, 6, "M08\_Give\_Money", "200"

Ect.

There is a new C-130 Mods page for mods made by me, go here for them:

<http://www.renegadeforums.com/index.php?t=msg&th=30163&start=0&rid=24163>

I will be posting the current mods from this page there, and deleting those posts.

=Samous

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Subject: Re: CNC DROP EDIOR, NEW!  
Posted by [samous](#) on Sun, 24 Aug 2008 19:35:38 GMT  
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New mod out in my mod page, take a look!

SUPER APC!

Link to mod page:

[http://www.renegadeforums.com/index.php?t=msg&goto=348195&rid=24163#msg\\_348195](http://www.renegadeforums.com/index.php?t=msg&goto=348195&rid=24163#msg_348195)

=Samous

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Subject: Re: CNC DROP EDIOR, NEW!  
Posted by [samous](#) on Sun, 24 Aug 2008 19:36:51 GMT  
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Hmmm, is there a cancel script, or a delete script? that would be usefull....

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Subject: Re: CNC DROP EDIOR, NEW!  
Posted by [samous](#) on Sun, 24 Aug 2008 23:19:16 GMT  
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New Mod Out On The Mod Page:

FLare mod:

This is a very cheesy mod, but it works. This mod spawns a signal flare to tell you where the C-130's cargo will land, then disappears after a while.

PICTURES:

You can find it here:

[http://www.renegadeforums.com/index.php?t=msg&goto=348209&rid=24163#msg\\_348209](http://www.renegadeforums.com/index.php?t=msg&goto=348209&rid=24163#msg_348209)

=samous

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Subject: Re: CNC DROP EDITOR, NEW!

Posted by [samous](#) on Sun, 24 Aug 2008 23:44:51 GMT

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MOD needs fixing!

Supposed to replace C-130 with Submarine.

PIC:

Glitches/BUGS:

Sub flies sideways.

Sub doesn't drop off cargo, but has the cargo spawn at the air strip tell it passes by, then the cargo moves.

The second the sub "drops" off the cargo, the top hatch flies open and rotates in a propeller like fashion.

Sub is not civ, like C-130 (C-130 has a 0 with a line through it, while sub has a nod symbol).

Find the mod here:

[http://www.renegadeforums.com/index.php?t=msg&goto=348213&rid=24163#msg\\_348213](http://www.renegadeforums.com/index.php?t=msg&goto=348213&rid=24163#msg_348213)

-Plz post how to fix these

=Samous

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Subject: FIRST C-130 EDITOR REALEASE!  
Posted by [samous](#) on Tue, 09 Sep 2008 01:41:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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=samous

EDIT: Final Beta Out Now! Look BELLOW V

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Subject: Re: FIRST C-130 EDITOR REALEASE!  
Posted by [BlueThen](#) on Tue, 09 Sep 2008 01:43:46 GMT  
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The term "editor" is very misleading.

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Subject: Re: CNC DROP EDIOR, NEW!  
Posted by [samous](#) on Tue, 09 Sep 2008 01:45:21 GMT  
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Actually, I will change the file, as my experience grows, into a C-130 editor, until then right now it's really a C-130 Mod installer.

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Subject: Re: CNC DROP EDIOR, NEW!  
Posted by [Mauler](#) on Tue, 09 Sep 2008 03:08:50 GMT  
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Drop files are pretty much outdated. Most servers can create most of these effects or changes with custom DLL's/Server side mods. I remember using these drop mods even before the final game was released, I experimented with them in the demo lol.

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Subject: Re: CNC DROP EDIOR, NEW!  
Posted by [samous](#) on Tue, 09 Sep 2008 03:45:52 GMT  
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I'm aware that Drop mods are not the best right now.... but it's easy and it uses my mind. But once I get into C++ format, I will be making server mods! Until then, I will try to make advanced mods with the C-130 file. With more time, I will also make Single Player mods, and W3d/DDS mods. If anyone knows a DDS viewer and editor, I would really like it. IT HAS TO BE FREE! I currently have SP GDI drop mods, but they suck. They will be included in the finished installer.

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Subject: Final Beta of the C-130 Installer out! NEW MODS!

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Posted by [samous](#) on Thu, 11 Sep 2008 00:31:41 GMT

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THE C-130 INSTALLER FINALLY OUT! WHO HO! The installer includes my mods, shamus2k3's mods, and mending's mods! Full Beta out now!

INSTALATION INSTRUCTIONS:

Extract the "SAMOUS MODS" folder to the renegade data dirrectory.

TFD:

C:/Program Files/EA Games/The First Dacade/Renegade (TM)/Renegade/Data

Renegade:

C:/WestWood/Renegade/Data

After extracting, run the program C-130\_INSTALLER\_1B.exe. follow instruction provided in program.

### File Attachments

1) [C-130.zip](#), downloaded 124 times

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Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Thu, 11 Sep 2008 01:11:15 GMT

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New Mod, with release of C-130 Installer V1.0 Full Updates!

I made a new Tank, The mushroom tank!

Its a chameleon with a mushroom cloud around it, lol.

Also, there is a Flame tank (ai) that you can't enter that will fire at any nearby enimys!  
Extra health and regeneration health for both Ftank and Chameleon.

Pictures:

Mod will come out with updated C-130 Installer!

=Samous

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Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Fri, 12 Sep 2008 02:49:24 GMT

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I'm working on a parachute drop, where a parachute drops the purchased ehicles in a parachuting animation. There are so-far these bugs, really funny:

More info soon!

Also, I'm expecting feedback on my C-130 editor, so I can finish it and make it a Full Version.  
Or,Have Update 1.1 uploded.

=Samous

Note: Maby I can make a Construction Drop type mod, where the veh are created infront of you,  
not just spawned. (like pictures)

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