
Subject: MP C130 Drop Question

Posted by [MeXadiaz](#) on Mon, 19 May 2003 00:02:12 GMT

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

Well I like to do MP mods, and this one attaches a vehicle that spawns to a path and it self flies. What I'm wondering is is there a way to make this process repeat without repeating the code and changing timings over and over again?

-1 Destroy_object, 3

-181 Create_Real_Object, 1, "CnC_GDI_MRLS"

-181 Play_Animation, 1, "vf_orca.vf_orca", 999

-999999999999 destroy_object, 1

-301 Create_Real_Object, 4,"CnC_Nod_Buggy"

; ***** Path

-181 Create_Object, 2, "X3_a10_strk4", 0, 0, 0, 0

-181 Play_Animation, 2, "X3_a10_strk4.X3_a10_strk4", 999

-999999999999 Destroy_Object, 2

-791 Attach_To_Bone, 1, 2, "BN_a-10_003"

-181 Create_Object, 5, "X1A_FP05_A0"

-181 Play_Animation, 5, "X1A_FP05_A0.X1A_FP05_A0", 999

-999999999999 Destroy_Object, 2

-1341 Attach_To_Bone, 1, 5, "BN_FP05_A0"

Subject: MP C130 Drop Question

Posted by [Dante](#) on Mon, 19 May 2003 01:42:33 GMT

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

yeah, create an object at the end that plays that cinematic... just be careful, it never stops

Subject: MP C130 Drop Question

Posted by [MeXadiaz](#) on Mon, 19 May 2003 02:01:14 GMT

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

Can you be more specific on how to do this? Like the actual code I would put at the end? Thanks :thumbsup:

Subject: MP C130 Drop Question

Posted by [Dante](#) on Mon, 19 May 2003 02:18:29 GMT

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

-1000 Create_Real_Object, 99, "Daves_Arrow", 0,0,0
-1000 Attach_Script, 99, "Test_Cinematic", "thiscinematic.txt"
