
Subject: Editing the path of the C130
Posted by [maytridy](#) on Wed, 13 Aug 2003 15:46:27 GMT
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How do I edit the path of the C-130 when it drops off vehicles at the airstrip? (I want to edit the flight path)

Subject: Editing the path of the C130
Posted by [\[REHT\]Spirit](#) on Wed, 13 Aug 2003 15:57:24 GMT
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The C-130's path is an animation. So you have a few options:

1. Try to find another animation that fits your path.
 2. Make a path in level edit and have the c-130 use the PDS_Test_Follow_WayPath (I think that's the name, darn close, lol) to follow it.
 3. Make a new animation and have the c-130 use it.
-

Subject: Editing the path of the C130
Posted by [maytridy](#) on Wed, 13 Aug 2003 16:06:00 GMT
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I take choice 3. Because I have a model that I'm going to replace the C-130 with anyways.

So, could you please explain in detail, what I would do with the animation\model to get it to work? (Would I export the animated model as a H.A.M.?)

Just a rough guess, would I replace the C-130 in commando (Objects>Vehicle>Nod Vehicles>Nod_Cargo_Plane>Nod_Cargo_Plane_Dec) with my animated w3d?

Subject: Editing the path of the C130
Posted by [\[REHT\]Spirit](#) on Wed, 13 Aug 2003 16:13:08 GMT
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You can export it to your mod folder and export the mod (or map), or you can place it in your data folder.

Then in the line where it has the animation, such as:
-1 Play_Animation, 1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0

You replace "V_NOD_cargop_sm.M_cargo-drop_sm".....sooo.....

Say your model name is new_cargo_drop.w3d , and you haven't giving your animation a specific name (so it too is new_cargo_drop), the line would look like this:

```
-1 Play_Animation, 1, "new_cargo_drop.new_cargo_drop", 0
```

Subject: Editing the path of the C130

Posted by [maytridy](#) on Wed, 13 Aug 2003 16:47:52 GMT

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Ok, thanks. But where would I modify this?

Subject: Editing the path of the C130

Posted by [\[REHT\]Spirit](#) on Wed, 13 Aug 2003 16:49:53 GMT

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:oops:

In the cnc_c130drop.txt file. It's in always.dat, you can extract it and place it in your data folder, then edit.

Subject: Editing the path of the C130

Posted by [General Havoc](#) on Wed, 13 Aug 2003 16:52:32 GMT

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You need to make your new animation (use V_NOD_cargop_sm.W3D for reference of frames and things unless you want to re-write the cinematics) then extract the cnc_c130drop.txt from the always.dat and edit that to use your new model and animation as Spirit said.

I'm not sure how you go about including the new animation and c130 drop file in a MIX or pkg so you would need to ask someone else about that.

Subject: Editing the path of the C130

Posted by [maytridy](#) on Wed, 13 Aug 2003 18:05:48 GMT

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Ok, because this us going into a pkg. So....I'll let ya know if I have any problems.

Thanks guys!
