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Subject: My vehicle bots will explode

Posted by [Ferhago](#) on Mon, 08 Sep 2003 04:05:37 GMT

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Whenever I try to make vehicle bots with c130 scripts they always explode after a short period of time for no reason I can see. The amount of time is always different. Why do my bots keep exploding?

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Subject: My vehicle bots will explode

Posted by [Sn1per XL](#) on Mon, 08 Sep 2003 04:29:47 GMT

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send me ur code and lemme look at it.

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Subject: My vehicle bots will explode

Posted by [Ferhago](#) on Mon, 08 Sep 2003 19:37:24 GMT

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This is what im using.

```
=====scripting for unmodified cargo plane DO NOT MODIFY=====
```

```
-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", ""
```

```
-300 Create_Real_Object, 9, "CnC_nod_apache"  
-320 Attach_script, 9, "m00_disable_Physical_Collision_JDG"  
-300 Attach_script, 9, "M00_damage_modifier_dme", "0,1,1,0,0"  
-300 Create_Real_Object, 11, "CnC_nod_apache"  
-300 Attach_To_Bone, 11, 9, "Wheelp01"  
-320 Destroy_Object, 11
```

```
-1000 Create_Real_Object, 12, "Nod_Light_Tank", 9  
-1000 Attach_script, 12, "M01_Hunt_The_Player_JDG"  
-1000 Attach_script, 12, "M00_Disable_Transition"  
-1000 Attach_script, 12, "M05_Nod_Gun_Emplacement"
```

```
-1100 Create_Real_Object, 13, "Nod_Light_Tank", 9  
-1100 Attach_script, 13, "M01_Hunt_The_Player_JDG"
```

-1100 Attach\_script, 13, "M00\_Disable\_Transition"  
-1100 Attach\_script, 13, "M05\_Nod\_Gun\_Emplacement"  
  
-1200 Create\_Real\_Object, 12, "Nod\_Light\_Tank", 9  
-1200 Attach\_script, 14, "M01\_Hunt\_The\_Player\_JDG"  
-1200 Attach\_script, 14, "M00\_Disable\_Transition"  
-1200 Attach\_script, 14, "M05\_Nod\_Gun\_Emplacement"  
  
-1300 Create\_Real\_Object, 15, "Nod\_Light\_Tank", 9  
-1300 Attach\_script, 15, "M01\_Hunt\_The\_Player\_JDG"  
-1300 Attach\_script, 15, "M00\_Disable\_Transition"  
-1300 Attach\_script, 15, "M05\_Nod\_Gun\_Emplacement"

It works great except they explode after some time. And just change light tank to another vehicle for the other scripts. I use the SP versions cause I find that their AI is better when I do

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Subject: My vehicle bots will explode  
Posted by [kawolsky](#) on Wed, 10 Sep 2003 18:52:12 GMT  
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Quote:-1000 Attach\_script, 12, "M01\_Hunt\_The\_Player\_JDG"

Thats your problem, that script makes bots follow you,as soon as you get too far from them they will explode/die. Thats just how it is

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Subject: My vehicle bots will explode  
Posted by [kawolsky](#) on Wed, 10 Sep 2003 18:55:11 GMT  
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I like this mod :

-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", ""  
  
-300 Create\_Real\_Object, 9, "CnC\_nod\_apache"  
-320 Attach\_script, 9, "M00\_disable\_Physical\_Collision\_JDG"  
-300 Attach\_script, 9, "M00\_damage\_modifier\_dme","0,1,1,0,0"  
-300 Create\_Real\_Object, 11, "CnC\_nod\_apache"  
-320 Destroy\_Object, 11

-800 Create\_Real\_Object, 12, "CnC\_Nod\_Light\_Tank", 9  
-800 Attach\_script, 12, "M01\_Hunt\_The\_Player\_JDG"  
-800 Attach\_script, 12, "M05\_Nod\_Gun\_Emplacement\_JDG"  
-800 Attach\_script, 12, "M00\_No\_Falling\_Damage\_DME"  
  
-830 Create\_Real\_Object, 12, "CnC\_Nod\_Flame\_Tank", 9  
-830 Attach\_script, 12, "M01\_Hunt\_The\_Player\_JDG"  
-830 Attach\_script, 12, "M00\_No\_Falling\_Damage\_DME"  
  
-860 Create\_Real\_Object, 12, "CnC\_Nod\_Mobile\_Artillery", 9  
-860 Attach\_script, 12, "M01\_Hunt\_The\_Player\_JDG"  
-860 Attach\_script, 12, "M00\_No\_Falling\_Damage\_DME"  
  
-900 Create\_Real\_Object, 12, "CnC\_Nod\_Stealth\_Tank", 9  
-900 Attach\_script, 12, "M01\_Hunt\_The\_Player\_JDG"  
-900 Attach\_script, 12, "M00\_No\_Falling\_Damage\_DME"  
  
-930 Create\_Real\_Object, 12, "CnC\_Nod\_Buggy", 9  
-930 Attach\_script, 12, "M01\_Hunt\_The\_Player\_JDG"  
-930 Attach\_script, 12, "M00\_No\_Falling\_Damage\_DME"

I made it, it spawns an apache then uses the apache to spawn some tanks.

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Subject: My vehicle bots will explode  
Posted by [spreegem](#) on Wed, 10 Sep 2003 19:28:19 GMT  
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Don't all of those except the apache need the nod gun emplacement script on them? And I don't think you need no falling damage on the vehicles either.

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Subject: My vehicle bots will explode  
Posted by [Ferhago](#) on Thu, 11 Sep 2003 02:47:54 GMT  
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So if thats my problem how am I gonna get them to follow me?

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Subject: My vehicle bots will explode  
Posted by [spreegem](#) on Thu, 11 Sep 2003 18:31:52 GMT  
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With my bot drops, how do I get it so that it still drops the vehicle, off, and the bots?

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Subject: My vehicle bots will explode  
Posted by [Ferhago](#) on Thu, 11 Sep 2003 21:09:35 GMT  
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I just made my tank bots drop from helis now but I used to have a helicopter fly in after the initial purchase and drop it off

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Subject: My vehicle bots will explode  
Posted by [spreegem](#) on Thu, 11 Sep 2003 21:26:38 GMT  
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I mean the vehicle you buy to make it drop it off, how do I make that get dropped of properly, along with my bots. But how would I do what you said, and have a heli drop it off?

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Subject: My vehicle bots will explode  
Posted by [Ferhago](#) on Fri, 12 Sep 2003 06:10:22 GMT  
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If by dropped off properly you mean so it doesnt bounce 5 feet in the air and you cant get into it, I just boned two apaches toghether then got rid of the one on bottom. The second apache made that bones to the first gets stuck inside the airstrip pulling the first apache with it. When it dissapears the apache above is still there because it has no momentum.

As for having a heli drop my tank bot I created a couple trajectories boned them to a transport and made it play an animation of rotors spinning

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Subject: My vehicle bots will explode  
Posted by [Ferhago](#) on Fri, 12 Sep 2003 06:11:02 GMT  
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If by dropped off properly you mean so it doesnt bounce 5 feet in the air and you cant get into it, I just boned two apaches toghether then got rid of the one on bottom. The second apache made that bones to the first gets stuck inside the airstrip pulling the first apache with it. When it dissapears the apache above is still there because it has no momentum.

As for having a heli drop my tank bot I created a couple trajectories boned them to a transport and made it play an animation of rotors spinning. I then made a harness attached it to the heli and then attached the bot to the harness

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Subject: My vehicle bots will explode  
Posted by [spreegem](#) on Fri, 12 Sep 2003 19:18:18 GMT  
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Double post LOL! I mean, just regular unit bots, how do I get the vehicle that you buy to have the cargo plane fly in and drop the bots off to still get dropped off, along with the bots?

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Subject: My vehicle bots will explode

Posted by [Sn1per XL](#) on Fri, 12 Sep 2003 19:48:10 GMT

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Ferhagolf by dropped off properly you mean so it doesnt bounce 5 feet in the air and you cant get into it, I just boned two apaches together then got rid of the one on bottom. The second apache made that bones to the first gets stuck inside the airstrip pulling the first apache with it. When it dissapears the apache above is still there because it has no momentum.

As for having a heli drop my tank bot I created a couple trajectories boned them to a transport and made it play an animation of rotors spinning. I then made a harness attached it to the heli and then attached the bot to the harness

if u add

-300 Attach\_Script, 4, "m00\_disable\_physical\_collision\_JDG"

it will keep it from going in the air when it spawns.

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