Subject: Making a gunboat drop mod....
Posted by ohmybad on Fri, 28 Mar 2003 01:29:43 GMT
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How would I make a flying gun boat drop mod because I know it can be done and I keep trying but i cant get it to work please help! :rolleyes:

Subject: Making a gunboat drop mod....
Posted by spreegem on Sat, 29 Mar 2003 14:27:23 GMT
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It can be done I have seen it in wilost0rm's game before but he won't tell me or anybody. I have also thought of how I could do It, but I haven't found a way yet. If you need help with a bot mod though I can help you there. Do you know how to make a chemical warrior bot??? It is the only one I haven't figured out yet.

Subject: Making a gunboat drop mod....
Posted by Wilost0rm on Sat, 29 Mar 2003 21:30:50 GMT
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NOONE CAN SURPASS ME!

Subject: Making a gunboat drop mod....
Posted by spreegem on Sun, 30 Mar 2003 01:48:13 GMT
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    Damn U WILOST0RM I SHAL FIGURE IT OUT ONE OF THESE DAYS ONE OF THESE DAYS YOU WATCH I SHALL BE SUPREME BOT MOD MAKER HA HA HA HA HA HA HA HA HA........

Subject: ahahahaha
Posted by ohmybad on Sun, 30 Mar 2003 20:03:05 GMT
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I have created an AI gunboat that follows you around!

Subject: Making a gunboat drop mod....
Posted by laeubi on Sun, 30 Mar 2003 20:18:20 GMT
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What exactly do you wan't to do??

Subject: well...
Posted by ohmybad on Sun, 30 Mar 2003 20:21:41 GMT
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Im trying to make flying gun boat that you can drive.

Subject: Making a gunboat drop mod....
Posted by laeubi on Mon, 31 Mar 2003 08:29:12 GMT
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do you wanna do this via a cnc_drop.txt or in a real mod (.pkg)

Subject: Making a gunboat drop mod....
Posted by spreegem on Mon, 31 Mar 2003 11:49:27 GMT
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    What is the gunboat called in the mod I dont know and want to make one. is it like
CnC_Gdi_Gun_Boat or something could you tell me

Subject: Making a gunboat drop mod....
Posted by bigwig992 on Mon, 31 Mar 2003 12:30:28 GMT
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Just, add a "Hunt the Player" script to the gunboat, along with "base defence". Then you've got
yourself a hovering, projectile shooting, hunting, gun boat. They are fun.

Subject: Making a gunboat drop mod....
Posted by spreegem on Tue, 01 Apr 2003 01:33:16 GMT
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Did you guys read my post I dont think you guys did. I wanted to know what the gunboat was
called in the mod??? is it like CnC_GDI_Gun_boat or what is it   THANK YOU FOR YOUR
HELP[/code][/quote]

Subject: Making a gunboat drop mod....
Posted by laeubi on Tue, 01 Apr 2003 05:51:42 GMT

It is not CALLED in a MOD

You just searching fo the name that WS uses in the object.ddb :rolleyes:

Open up the comadoeditor. Presets -> Objects -> vehicles -> GDI Vehicles
There you will find all vehicles and the gunboat too. Just use the name that is Quote:what the gunboat was called in the mod

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Subject: Making a gunboat drop mod....
Posted by spreegem on Wed, 02 Apr 2003 00:16:28 GMT

the cnc_c130drop text what is it called in there I mean?? I just call it a mod because it is easier than cnc_c130drop text

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Subject: Making a gunboat drop mod....
Posted by spreegem on Wed, 02 Apr 2003 00:33:03 GMT

is it Gdi_Gunboat?? what is it in the cnc_c130drop text   THANK YOU FOR YOUR HELP

Subject: Making a gunboat drop mod....
Posted by laeubi on Wed, 02 Apr 2003 13:28:59 GMT

STOP CRYING!

If yo uwnat somebody to help you remeber YOU asking for help nobody is eager to help as many people as he can. :rolleyes:

Try to use terms everybody understands so if you say Mod some people may think about a .pkg

It is GDI_Gunboat

To create one just add
-1700 Create_Real_Object, 12, "GDI_Gunboat"

The after the vehcile a gunboat will apear.

There are several other optiins an cinematic commands (thats what this is its a cinematic script, not Mod)

Open some of the westwood cinematics (all .txt files in the always.dat) to learn some commands and paly around abit with them.

I'm not sure butr maybe there was also a tutorial for this, but I cant remeber.

Subject: Making a gunboat drop mod....
Posted by Dante on Wed, 02 Apr 2003 16:30:10 GMT
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Wilost0rmNOONE CAN SURPASS ME!

i surpassed you before you bought the game, now quit with the useless posts, and try to help this guy out.

Subject: Making a gunboat drop mod....
Posted by PsY on Fri, 04 Apr 2003 00:51:52 GMT
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I joined Wil0st0rms game once, he had a gunboat with really bad textures that he could fly under the map and pick up our vehicles and drop us. It was fun but it was also anoying because he wouldnt let anyone else use them.

Something else he had though...

He had an orca he flew through the walls of the map and it shot us...with recon bikes...so we all got in them and had fun.