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Subject: CNC 130 Drop Mods  
Posted by [Joey232k1](#) on Sat, 28 Feb 2004 04:19:19 GMT  
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Hey, i used to have a bunch of cnc 130 drop mods, but i delted them and i dont remember them, can anyone help me out here:

Flying Hand of nod  
Flying Complex Map  
Gun and run (where you could jump really high)

Thanks, please help, Thanks

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Subject: CNC 130 Drop Mods  
Posted by [Joey232k1](#) on Sat, 28 Feb 2004 15:34:55 GMT  
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boink!

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Subject: CNC 130 Drop Mods  
Posted by [Oblivion165](#) on Sat, 28 Feb 2004 18:12:34 GMT  
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they are very easy to make, just edit the text file

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Subject: CNC 130 Drop Mods  
Posted by [kawolsky](#) on Sat, 28 Feb 2004 21:26:28 GMT  
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high jump....sounds like an objects.ddb to me  
the other 2 would be easy though...

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Subject: CNC 130 Drop Mods  
Posted by [Joey232k1](#) on Sat, 28 Feb 2004 21:56:04 GMT  
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can you amke them for me?

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Subject: CNC 130 Drop Mods

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Posted by [SuperFlyingEngi](#) on Sat, 28 Feb 2004 23:25:52 GMT

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Learn how to make them again, so you can be a productive member of the community.

(Heh...I must sound like a hypocrite considering I haven't contributed anything to the Renegade community. Oh well...)

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Subject: CNC 130 Drop Mods

Posted by [blackhand456](#) on Sun, 29 Feb 2004 13:54:15 GMT

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SuperFlyingEngi Learn how to make them again, so you can be a productive member of the community.

I use to make them but nobody downloaded them i have a load of them on my computer in a folder if anyone wants them just email me

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Subject: CNC 130 Drop Mods

Posted by [kawolsky](#) on Sun, 29 Feb 2004 14:18:36 GMT

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flying complex :

```
-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  
-300 Create_Real_Object, 4, "CnC_Nod_Apache"  
-300 Attach_Script, 4, "M00_Disable_Physical_Collision_JDG", ""  
  
-331 Create_Object, 5, "MP_complex"  
-331 attach_to_bone, 5, 4, "wheelp01"  
-760 Destroy_Object, 4
```

Flying HoN:

```
-1 Create_Object, 1, "v_nod_ssm_missl"  
-1 Play_Animation, 1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0  
  
-360 Destroy_Object, 1  
-300 Create_Real_Object, 4, "CnC_Nod_apache"  
-300 Attach_Script, 4, "M00_Disable_Physical_Collision_JDG", ""
```

-330 Create\_Object, 5, "enc\_nhnd"  
-331 attach\_to\_bone, 5, 4, "wheelp01"  
-300 Attach\_Script, 4, "MX0\_Obelisk\_Weapon\_DLS", ""

both made by me

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Subject: CNC 130 Drop Mods  
Posted by [blackhand456](#) on Sun, 29 Feb 2004 14:20:50 GMT  
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o woo hoo a flying complex it be too big and theres no point but i like the hand of nod drops and  
crap there easy to make it ibly takes like 5 minutes

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Subject: CNC 130 Drop Mods  
Posted by [kawolsky](#) on Sun, 29 Feb 2004 14:24:49 GMT  
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yea they are pretty damn easy to make but can still be allot of fun

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Subject: CNC 130 Drop Mods  
Posted by [Joey232k1](#) on Sun, 29 Feb 2004 15:42:17 GMT  
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thanks man!

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Subject: CNC 130 Drop Mods  
Posted by [kawolsky](#) on Sun, 29 Feb 2004 15:55:50 GMT  
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np, just say if you need any more....i have a load of em that i made....

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Subject: CNC 130 Drop Mods  
Posted by [spreegem](#) on Sun, 29 Feb 2004 16:34:20 GMT  
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I have 38 different bot drops, nothing amazing, just some bots if you want them you can get emm here . . . [http://egames.servegame.com/Main/Renegade/Renegade\\_Mods.htm](http://egames.servegame.com/Main/Renegade/Renegade_Mods.htm)

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Subject: CNC 130 Drop Mods  
Posted by [Joey232k1](#) on Mon, 01 Mar 2004 03:05:00 GMT  
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hey, why does the hand of now not stay in the air like the complex map?  
also can you make a barracks flyable as well?

thanks guys!

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Subject: CNC 130 Drop Mods  
Posted by [kawolsky](#) on Mon, 01 Mar 2004 17:16:11 GMT  
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=====  
Buildings mod Read Me  
=====

This part of the mod drops a Refinery onto the airstrip after a vehicle is purchased and when the harvester was dropped.

=====  
installation  
=====

To install this mod just extract the cnc\_c130drop.txt file to your westwood/renegeade/data folder, to uninstall just delete the cnc\_c130drop.txt file from your data folder.

=====  
extra  
=====

to change which building is dropped just change where it says enc\_nhnd to one of the following:

\*\*\*\*\*

GDI Structures

\*\*\*\*\*

enc\_gcon = construction yard  
enc\_gagd = Advanced Guard Tower  
enc\_gbar = GDI Barracks  
enc\_gpwr = GDI Power Plant  
enc\_gwep = Weapons Factory  
enc\_gref = GDI Refinery

\*\*\*\*\*

## Nod Structures

\*\*\*\*\*

enc\_natr - nod airstrip  
enc\_ncom - communications center  
enc\_ncon - nod construction yard  
enc\_nhnd - hand of nod  
enc\_nhel - helicopter pad  
enc\_nobl - nod obelisk  
enc\_npwr - nod power plant  
enc\_nshn - Temple of nod  
enc\_nsil - nod silo

- original read me from Aimbots Drop Mods v2

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