Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 16:56:00 GMT

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Yes I am in the beta, but I want to test something in full version skirmish. I know you add something to the cargo plane file, but after a few tries all I figured out was how to make the vehicle just appear and not be dropped off, and crash the game I know someone posted soem screenies earlier...And no, I'm not downloading any files after flyingbuzzs thing, so just tell me

Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 17:01:00 GMT

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Planetshaun has some SP ones, Definately not Trojan Horse (they should change name, I think odysseus was cool)

Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 17:17:00 GMT

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Open up the skirmish text file (can't remember the name) and add these lines at the end:MapName=Skirmish00.lsdModName=mp\_airmod\_testv1.pkgMapName00=Skirmish00.lsdIt should now work in MP Practice, just switch teams, and destroy the top Apache so you can move the bottom one (use the chem warrior)

Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 17:20:00 GMT

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quote:Originally posted by Ragnarok2:Open up the skirmish text file (can't remember the name)and add these lines at the

end:MapName=Skirmish00.lsdModName=mp\_airmod\_testv1.pkgMapName00=Skirmish00.lsdIt should now work in MP Practice, just switch teams, and destroy the top Apache so you can move the bottom one (use the chem warrior)Does that work without a file named mp\_airmod\_testv1.pkg?

Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 17:21:00 GMT

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Ragnarok2are you my little copey?i said almost the same thing!

Dage 1 of 4 Compared from Command and Commans: Departed Official Forums

Subject: Aircraft in Skirmish...
Posted by Anonymous on Wed, 03 Apr 2002 17:24:00 GMT
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Taximesdownload the mod, link:http://renegademod.topcities.com/airmod.zipand then you need to extract it to the Renegade\Data dirand edit the ini file, or playing it online with other ppl

Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 17:27:00 GMT

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quote:Originally posted by psg243246:Taximesdownload the mod, link:http://renegademod.topcities.com/airmod.zipand then you need to extract it to the Renegade\Data dirand edit the ini file, or playing it online with other ppl I'm not downloading anything after the Trojan Incident..I thought someone said you just edit the cargo planes drop off file and every vehicle it drops will be an Apache?

Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 17:32:00 GMT

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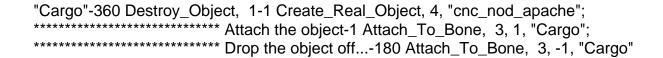
if you want, scan it with AntiVirus!I scanned it..

Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 17:35:00 GMT

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I got it myself! For anyone who wants to know, create a file called cnc\_c130drop.txt in Renegade/Data with the contents:code:; Available Cinematic Script Commands;; time/frame Create\_Object, id (slot), preset\_name, x, y, z, facing, animation; id can be -1 to mean do not store this object, and do not destroy; 0 Create Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump";; time/frame Destroy Object, id (slot); 0 Destroy\_Object, 0;; time/frame Play\_Animation, id (slot), animation\_name, looping, sub\_obj\_name; 0 Play\_Animation, 0, "Human.Jump", false;; time/frame Control\_Camera, id ( slot ); use id -1 for disabling control;; note this will also disable star control and disbale the hud; 0 ·\*\*\*\*\*\* CHEAT Control\_Camera, 0;;\_ SHEET \*;Start frame create\_object slot number model x,y,z,facing animation name( model\*hierarchy\*.anim );Start frame Play\_Animation slot number anim name (model\*hierarchy\*.anim) looping Sub Object;Start frame Play Audio wave filename slot number bone name; \* no slot # / bone name = 2D C130-1 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,



Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 17:41:00 GMT

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quote:Originally posted by psg243246:Ragnarok2are you my little copey?i said almost the same thing!MUAHAHAHAH!!!Actually I did see your post, that's how I got mine to work.

Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 17:45:00 GMT

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so now we can play with the chooper on the net!so.. who want to play?!

Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 17:48:00 GMT

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I would host but I always get errors when I try to so...maybe you can host?

Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 17:51:00 GMT

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No problem, but in the EU Server k?

Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 17:54:00 GMT

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Ok, what will the server name be and what's your WOL name?

Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 17:58:00 GMT

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my WOL nickname is psg243246 search by host, i'm opening...

Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 18:00:00 GMT

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Ok I just Alt+Tabbed out, be there in a minute.

Subject: Aircraft in Skirmish...

Posted by Anonymous on Wed, 03 Apr 2002 18:01:00 GMT

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it's open! get in! now!