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