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