Subject: Need cnc_c130drop Help
Posted by gr8patman on Mon, 27 Nov 2006 01:52:09 GMT
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OK, I create just little simple drop mods, like bots or flying apcs and just stupid things. So I need help with the coding, and what to put when you are only using create_object rrather than create_real_object, or just any help/advice you can give me. Reply and i will appreciate very much.

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Subject: Re: Need cnc_c130drop Help
Posted by Jerad2142 on Mon, 27 Nov 2006 07:30:00 GMT
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Create_Object is used for .w3d files.
Create_Real_Object is used for the presets you would find in level editor.

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Subject: Re: Need cnc_c130drop Help
Posted by Canadacdn on Tue, 28 Nov 2006 02:51:14 GMT
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In my opinion, the best way to learn how to make c130s is just to get your hands on a few scripts and mess around using different things found in those scripts. C130 is mostly a lot of copying and pasting.

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Subject: Re: Need cnc_c130drop Help
Posted by Sn1per74* on Tue, 28 Nov 2006 03:07:53 GMT
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I made this when I used to drop mod. Hope it helps.

-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

-1 Attach_To_Bone, 3, 1, "Cargo"
-180 Attach_To_Bone, 3, -1, "Cargo"
-900 Attach_Script, 3, "M02_PLAYER_VEHICLE", ""

Name it cnc_c130drop


Scripts:
Mx0_opelisk_weapon_dls <---> invisible

M00_Disable_Physical_Collision_JDG <---> disable collision
M00_damage_modifier_dme" ,"0,1,1,0,0" <---> unlimited health
M05_Nod_gun_emplacement
GTH_credit_trickle", "250" <---> money
M01_hunt_the_player_JDG <---> chase the player

Real_Ojects
Cnc_Gdi_orca <---> orca
Nod_ssm_launcher_player <---> ssm launcher
Cnc_Nod_Recon_bike <--> recon bike
Gdi_chameleon <---> chameleon with flamethrower
Cnc_Nod_buggy <---> Nod buggy
Cnc_Nod_Harvester <---> Nod harvester
Big_gun_phat <---> Shore defense cannon
Cnc_Nod_Mobile_artillery <---> nod mobile artillery
Nod_turret <---> Nod turret
Nod_comanche <---> Comanche
Gdi_A10_flyover <---> A10
PCT_zone_nod <---> Nod pt
Pct_zone_gdi <---> gdi PT
Cnc_nod_truck_player_secret <---> Cargo Truck
cnc_gdi_humm-vee <---> hummer
gdi_hovercraft <---> hovercraft
M01_gdi_gunboat <---> gunboat
CnC_civilian_pickup01_secret        <----> Pickup Truck
Mx0_nod_obelisk    <---> Obelisk Ceilling Gun

Attach_to_bone:
m_muzzle <---> muzzle
wheelp01 <---> wheel
muzzlea0 <---> muzzle

Create_Object:
V_NOD_cargop_sm <---> Cargo Plane
V_jet <---> Nod Jet
fireball <---> fireball
V_submarine <---> Submarine

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Subject: Re: Need cnc_c130drop Help
Posted by nopol10 on Thu, 30 Nov 2006 01:51:25 GMT
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I have some really old drop mods from the days of C&C Ammo. I took out one of the textures as it was to big to fit.

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File Attachments
1) Aimbots drop mods  v2.rar, downloaded 158 times
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Subject: Re: Need cnc_c130drop Help
Posted by gr8patman on Tue, 19 Dec 2006 03:47:44 GMT
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ok thanks all for replying  Escpecially Sn1per, i found out how to make fireball. And if anybody else can put in some cnc_c130drop units/buildings/scripts in a reply that would be great. I especially need the code for the Nod Airstrip, so if anyone could help it would be nice