Subject: a tad new to scripting and I need some help/Pointers
Posted by tarsonis9 on Mon, 21 Apr 2003 23:39:41 GMT
View Forum Message <> Reply to Message

Well after visiting wilost0rm's server a few times, getting to know him pretty well, and finally figured out HOW he made 100 some ravshaws attack the GDI base, I was hooked, i HAD to learn how to script. Anyways, I have a few basic questions, and if anyone can answer em, id be grateful. FIrst off, what is a parameter and where next to the "attach script" command does it go?

how can I get bots to go to a certain place, for example, the opposing base?

Where can I find the code-names for all of the characters in the game (patch, Havoc, etc.)?

does anyone know if I can make a vehicle bot? like a light tank that comes out of the C-130, and heads off to other base to raise hell?

 Lastly, and I know this will be hard, how can I get transport helicopters to fly above the airstrip and have bots rope down to the ground?

Thanks in advance for your help

Subject: a tad new to scripting and I need some help/Pointers
Posted by bigwig992 on Tue, 22 Apr 2003 00:01:53 GMT
View Forum Message <> Reply to Message

Ren Help.

Subject: a tad new to scripting and I need some help/Pointers
Posted by Madtone on Tue, 22 Apr 2003 00:06:40 GMT
View Forum Message <> Reply to Message

this is a modding help file, click here to download it

Subject: Re: a tad new to scripting and I need some help/Pointers
Posted by [REHT]Spirit on Tue, 22 Apr 2003 00:28:44 GMT
View Forum Message <> Reply to Message

tarsonis9Well after visiting wilost0rm's server a few times, getting to know him pretty well, and finally figured out HOW he made 100 some ravshaws attack the GDI base, I was hooked, i HAD to learn how to script. Anyways, I have a few basic questions, and if anyone can answer em, id be grateful. FIrst off, what is a parameter and where next to the "attach script" command does it go?

how can I get bots to go to a certain place, for example, the opposing base?

Where can I find the code-names for all of the characters in the game (patch, Havoc, etc.)?

does anyone know if I can make a vehicle bot? like a light tank that comes out of the C-130, and heads off to other base to raise hell?

 Lastly, and I know this will be hard, how can I get transport helicopters to fly above the airstrip and have bots rope down to the ground?

Thanks in advance for your help

All of this is simple, but you need to learn how to do smaller scripts, that will help you learn how to deal with larger ones (larger ones aren't any more complex, they're just more lines of code of the same previous stuff).

Use Level Edit, if you're up to dling the mod tools, to figure out preset names as well as looking at the list of scripts and their params.

An Attach_Script command would look like this:

-frame Attach_Script, object_Id, script_name, params

Example:
-1 Attach_Script, 1, "PDS_Test_Follow_Waypath", "0,1,2" (proballywont actually work due to params but hey, it's jsut an example)

A vehicle bot would be slightly harder. Stationary ones can use M00_Base_defense, following ones can use one of the various follow scripts but they wont shoot.

Transport choppers aren't hard, it's basicly just a lot of animations. Use XCC Mixer or RenegadeEx to look into always.dat and some of the SP .mix files for examples on bots sliding off ropes.

Subject: site dont work
Posted by tarsonis9 on Tue, 22 Apr 2003 00:45:49 GMT
View Forum Message <> Reply to Message

erm Madtone that site doesnt work for some reason

Subject: a tad new to scripting and I need some help/Pointers
Posted by Dante on Tue, 22 Apr 2003 00:52:14 GMT
View Forum Message <> Reply to Message

http://forums.renevo.com

goto mod forum

then see at the top where there is a link.

Subject: Re: site dont work
Posted by Madtone on Tue, 22 Apr 2003 00:59:22 GMT
View Forum Message <> Reply to Message

tarsonis9erm Madtone that site doesnt work for some reason

hmm, sorry about that....

just do what dante said!

Subject: errr
Posted by tarsonis9 on Tue, 22 Apr 2003 01:24:14 GMT
View Forum Message <> Reply to Message

seems liek all renhelp is is making maps and mdos that are in maps , unless there is something i missed.

Subject: a tad new to scripting and I need some help/Pointers
Posted by [REHT]Spirit on Tue, 22 Apr 2003 01:27:18 GMT
View Forum Message <> Reply to Message

RenHelp does not have a text cinematic tutorial.

Ok, do you know how to remake Nod's C130 drop? Just a normal c130 drop...? Or are you just learning this?

No big deal if you're just learning. I'm willing to walk you through. PM me and I'll do what I can to help.

Subject: sorry typos galore
Posted by tarsonis9 on Tue, 22 Apr 2003 01:27:29 GMT
View Forum Message <> Reply to Message

sorry for all the typos, but what i said is that renhelp seems to be mostly map making tutorials, if there are scripting tutorials i haven't found them

---

Subject: a tad new to scripting and I need some help/Pointers
Posted by General Havoc on Tue, 22 Apr 2003 09:08:51 GMT
View Forum Message <> Reply to Message

Yeah, the people who keep posting saying to go use Ren Help should actually go and read it first so they know whats in it. Text cinematics is something people have learnt over time by reading the scripts that westwood used in game. If you extract all of the text files from the always.dat and test some things out then you should pick it up quite fast. I can't really refer any tutorials as i haven't found any yet related to this.

_General Havoc

Subject: a tad new to scripting and I need some help/Pointers
Posted by spreegem on Tue, 22 Apr 2003 10:04:35 GMT
View Forum Message <> Reply to Message

I am somewhat skilled at making bot mods.

1. U cant make them come off of the rope, they just have to be dropped from a trans heli.

2. Vehicle bot are possible, but u cant make any bot attack buildings.

3.U cant get the bots to go to a specific place, but they do go to were the enemy is.

4. All the names for the characters is in commando under presets> soldier just try the diffeerent one untill u get it correct.

The script u need for the vehicle bots is

-510   Attach_Script,   5, "M05_Nod_Gun_Emplacement", ""

Subject: a tad new to scripting and I need some help/Pointers
Posted by [REHT]Spirit on Tue, 22 Apr 2003 13:22:27 GMT
View Forum Message <> Reply to Message

spreegem1. U cant make them come off of the rope, they just have to be dropped from a trans heli.

3.U cant get the bots to go to a specific place, but they do go to were the enemy is.

jumps down a rope YOU'RE UNDER ARREST FOR MINDLESS BABLING!

jk

Anyhow, you can make them come off a rope. It's the same they do in the SP missions, just some

animations and attaching.

I think there's a goto script, no clue how well it'd work, M00_Action might be able to do it but it's one of the bigger scripts. I'll get back to you on this soon.

Subject: a tad new to scripting and I need some help/Pointers
Posted by [REHT]Spirit on Tue, 22 Apr 2003 13:53:33 GMT
View Forum Message <> Reply to Message

Ok, here it is! Using Level Edit to open the lvl files you can dl, you can get the IDs of building controllers! With this you can use PDS_Test_Goto_Loc and it's param should be the name of the building you want or whatever else!. Might want to run some tests to see how well this works.[/url]

Subject: Hate to sound like a newb, but........
Posted by tarsonis9 on Tue, 22 Apr 2003 14:01:35 GMT
View Forum Message <> Reply to Message

I have never used level edit be4. I've tried the Gmax and renegade plugin but that's it. SO how do i upload a map? because I cant find any of the westwood maps in the renegade directory. and what about fan made maps? they're all either .pkg or .lsd files, no .lvl files i can find

---

Subject: Re: Hate to sound like a newb, but........
Posted by [REHT]Spirit on Tue, 22 Apr 2003 14:12:31 GMT
View Forum Message <> Reply to Message

tarsonis9I have never used level edit be4. I've tried the Gmax and renegade plugin but that's it. SO how do i upload a map? because I cant find any of the westwood maps in the renegade directory. and what about fan made maps? they're all either .pkg or .lsd files, no .lvl files i can find

Assuming it's still there, in the WS FTP there's a zip containing all the MP lvls (execpt Glacier of course).

Er.....Correction, it doesn't include the flying maps (thank you for the reminder, General Havoc!).

Subject: a tad new to scripting and I need some help/Pointers
Posted by General Havoc on Tue, 22 Apr 2003 15:03:30 GMT
View Forum Message <> Reply to Message

Also it doesn't include Walls Flying or City Flying.

_General Havoc

Subject: a tad new to scripting and I need some help/Pointers
Posted by laeubi on Tue, 22 Apr 2003 15:19:26 GMT
View Forum Message <> Reply to Message

btw: You find all preset names in the Commando editor
(Vehicles, souds, Units, etc)

Subject: Re: a tad new to scripting and I need some help/Pointers
Posted by snipefrag on Wed, 23 Apr 2003 16:03:49 GMT
View Forum Message <> Reply to Message

tarsonis9Where can I find the code-names for all of the characters in the game (patch, Havoc,
etc.)?

CnC_GDI_MiniGunner_3Boss_ALT2
CnC_GDI_MiniGunner_3Boss_ALT3
CnC_GDI_MiniGunner_3Boss_ALT4
CnC_Ignatio_Mobius_ALT2
CnC_Sydney_PowerSuit_ALT2
CnC_Nod_FlameThrower_3Boss_ALT2
CnC_Nod_MiniGunner_3Boss_ALT2
CnC_Nod_RocketSoldier_3Boss_ALT2
CnC_GDI_Grenadier_0_Secret
CnC_Visceroid
CnC_Nod_Flamethrower_0_Secret
CnC_Nod_RocketSoldier_3Boss_Secret
CnC_Nod_RocketSoldier_3Boss_Secret2
CnC_POW_MineTimed_Player_01
CnC_Nod_RocketSoldier_0_Secret
CnC_GDI_RocketSoldier_2SF_Secret
CnC_Chicken
CnC_GDI_MiniGunner_2SF_Logan
CnC_Sydney_PowerSuit_Petrova
CnC_Nod_FlameThrower_3Boss_Petrova
CnC_GDI_Engineer_0
CnC_POW_MineRemote_02
CnC_POW_MineTimed_Player_01
CnC_GDI_Engineer_2SF
CnC_MineProximity_05
CnC_POW_MineTimed_Player_02
CnC_GDI_Grenadier_0
CnC_Sydney
CnC_Ignatio_Mobius
CnC_GDI_MiniGunner_0
CnC_GDI_MiniGunner_1Off
CnC_GDI_MiniGunner_2SF

CnC_GDI_MiniGunner_3Boss
CnC_GDI_RocketSoldier_0
CnC_GDI_RocketSoldier_1Off
CnC_GDI_RocketSoldier_2SF
CnC_Sydney_PowerSuit
CnC_GDI_Mutant_0_Mutant
CnC_Nod_Mutant_0_Mutant
CnC_GDI_Mutant_1Off_Acolyte
CnC_Nod_Mutant_1Off_Acolyte
CnC_GDI_Mutant_2SF_Templar
CnC_Nod_Mutant_2SF_Templar
CnC_Nod_Minigunner_0
CnC_Nod_Minigunner_1Off
CnC_Nod_Minigunner_2SF
CnC_Nod_Minigunner_3Boss
CnC_Nod_RocketSoldier_0
CnC_Nod_RocketSoldier_1
CnC_Nod_RocketSoldier_2SF
CnC_Nod_RocketSoldier_3Boss
CnC_Nod_FlameThrower_0
CnC_Nod_FlameThrower_1Off
CnC_Nod_FlameThrower_2SF
CnC_Nod_FlameThrower_3Boss
CnC_Nod_Engineer_0
CnC_Nod_Technician_0
CnC_MineProximity_05
CnC_GDI_Grenadier_2SF
CnC_Ignatio_Mobius_Skirmish
CnC_Sydney_Skirmish
CnC_GDI_RocketSoldier_2SF_Skirmish
CnC_GDI_MiniGunner_3Boss_Skirmish
CnC_GDI_MiniGunner_0_Skirmish
CnC_Nod_MiniGunner_3Boss_Skirmish
CnC_Nod_FlameThrower_3Boss_Skirmish
CnC_Nod_RocketSoldier_3Boss_Skirmish
CnC_Nod_MiniGunner_0_Skirmish
CnC_Nod_MiniGunner_2SF_Skirmish
CnC_Death_Powerup
CnC_Crate_Powerup
CnC_POW_Ammo_Clip01
CnC_POW_Ammo_Clip02
CnC_POW_Ammo_Clip04
CnC_Money_Crate
M00_CNC_Crate
CnC_POW_AutoRifle_Player_GDI
CnC_POW_AutoRifle_Player_Nod
CnC_POW_RocketLauncher_Player
CnC_POW_VoltAutoRifle_Player_Nod

CnC_POW_MineRemote_01
CnC_POW_MineRemote_02
CnC_POW_MineTimed_Player_01
CnC_POW_MineTimed_Player_02
CnC_POW_RepairGun_Player
CnC_MineProximity_05
CnC_POW_Ammo_ClipMax
CnC_POW_Armor_Max
CnC_POW_Health_Max
CnC_POW_IonCannonBeacon_Player
CnC_POW_Nuclear_Missle_Beacon
CnC_Ammo_Crate
CnC_Nod_Cargo_Drop
CnC_Nod_Truck_Player_Secret
CnC_GDI_Orca
CnC_Nod_Apache
CnC_Civilian_Pickup01_Secret
CnC_Civilian_Sedan01_Secret
CnC_Nod_Transport
CnC_GDI_Transport
CNC_GDI_Gun_Emplacement
CnC_GDI_Humm-vee
CnC_Nod_Buggy
CnC_Rocket_Emplacement
CnC_Cannon_Emplacement
CnC_NOD_Gun_Emplacement
CnC_Nod_Ceiling_Gun
CnC_GDI_Ceiling_Gun
CnC_GDI_Harvester
CnC_Nod_Harvester
CnC_GDI_APC
CnC_GDI_Mammoth_Tank
CnC_GDI_Medium_Tank
CnC_GDI_MRLS
CnC_Nod_APC
CnC_Nod_Flame_Tank
CnC_Nod_Light_Tank
CnC_Nod_Mobile_Artillery
CnC_Nod_Recon_Bike
CnC_Nod_Stealth_Tank
CnC_Beacon_IonCannon
CnC_Beacon_NukeStrike
CNC_Weapon_Flamethrower_Player
CNC_Weapon_ChemSprayer_Player
CNC_Weapon_Orca_Rocket
CNC_Weapon_Apache_MachineGun
CnC_Weapon_Orca_HeavyMachineGun
CnC_Weapon_Apache_Rocket

CnC_Weapon_APC_M60MG
CnC_Weapon_APC_M60MG_RedTracer
Weapon_CnC_Ceiling_Gun_GDI
CnC_Weapon_MineTimed_Player
CnC_Weapon_MineTimed_Player_2Max
CnC_Weapon_MineRemote_Player
CnC_Weapon_MineRemote_Player_2Max
CnC_Weapon_AutoRifle_Player
CnC_Weapon_AutoRifle_Player_Nod
CnC_Weapon_RocketLauncher_Player
CnC_Weapon_RepairGun_Player_Special
Weapon_CnC_Ceiling_Gun_Nod
CnC_Weapon_RamjetRifle_Player
CnC_Weapon_SniperRifle_Player
CnC_Weapon_SniperRifle_Player_Nod
CnC_Weapon_IonCannonBeacon_Player
CnC_Weapon_NukeBeacon_Player
CNC_Ammo_Flamethrower_Player
CNC_Ammo_ChemSprayer_Player
CnC_Ammo_Orca_Rocket
CnC_Ammo_Apache_Rocket
CnC_Ammo_Apache_HeavyMachineGun
CnC_Ammo_APC_M60MG
CnC_Ammo_APC_M60MG_RedTracer
CnC_Ammo_Orca_HeavyMachineGun
Ammo_CnC_Ceiling_Gun_GDI
CnC_Ammo_RocketLauncher_Player
CnC_Ammo_RepairGun_Player_Special
Ammo_CnC_Ceiling_Gun_Nod
CnC_Ammo_RamjetRifle_Player
CnC_Ammo_SniperRifle_Player
CnC_Ammo_SniperRifle_Player_Nod
CnC_Ammo_IonCannonBeacon_Player
CnC_Ammo_NukeBeacon_Player
CnC_Explosion_Shell_Rocket
M00_Nod_Obelisk_CNC

Weapon_Shotgun_Player
Weapon_SniperRifle_Player
 Weapon_RocketLauncher_Player
Ammo_Shotgun_Player
Ammo_SniperRifle_Player
Ammo_Chaingun_Player
Weapon_Flamethrower_Player
Ammo_Flamethrower_Player
Weapon_Pistol_Player
Ammo_Pistol_Player

Ammo_GrenadeLauncher_Player
Weapon_Chaingun_Player
 Weapon_GrenadeLauncher_Player
Ammo_MineTimed_Player
Weapon_MineRemote_Player
Weapon_MineTimed_Player
Ammo_RocketLauncher_Player
Ammo_MineRemote_Player
Ammo_MineProximity_Player
Weapon_MineProximity_Player
Ammo_ChemSprayer_Player
Weapon_ChemSprayer_Player
POW_Pistol_Player
POW_Shotgun_Player
POW_SniperRifle_Player
POW_RocketLauncher_Player
POW_MineRemote_Player
POW_GrenadeLauncher_Player
POW_Chaingun_Player
POW_ChemSprayer_Player
POW_Flamethrower_Player
POW_RepairGun_Player
POW_IonCannonBeacon_Player
POW_LaserChaingun_Player
POW_VoltAutoRifle_Player
POW_RamjetRifle_Player
POW_LaserRifle_Player
POW_MineTimed_Player
POW_MineProximity_Player
POW_AutoRifle_Player
POW_PersonalIonCannon_Player
POW_TiberiumAutoRifle_Player
POW_TiberiumFlechetteGun_Player
POW_Railgun_Player
POW_AutoRifle_Player_Nod
POW_Chaingun_Player_Nod
POW_SniperRifle_Player_Nod
GDI_APC_Player
GDI_Humm-vee_Player
GDI_Mammoth_Tank_Player
GDI_Medium_Tank_Player
GDI_MRLS_Player
Nod_APC_Player
Nod_Buggy_Player
Nod_Flame_Tank_Player
Nod_Light_Tank_Player
Nod_Mobile_Artillery_Player
Nod_Recon_Bike_Player

Nod_SSM_Launcher_Player
Nod_Stealth_Tank_Player
Nod_Gun_Emplacement_Player
Nod_Cannon_Emplacement_Player
 Nod_Rocket_Emplacement_Player
 Weapon_IonCannonBeacon_Player
Weapon_LaserRifle_Player
Weapon_AutoRifle_Player
Weapon_LaserChaingun_Player
Weapon_PersonalIonCannon_Player
Weapon_RamjetRifle_Player
Weapon_TiberiumAutoRifle_Player
Weapon_TiberiumFlechetteGun_Player
Weapon_VoltAutoRifle_Player
Weapon_RepairGun_Player
Weapon_StealthTank_Player
Weapon_ReconBike_Player
Weapon_MediumTank_Cannon_Player
Weapon_MammothTank_Rocket_Player
Weapon_MammothTank_Cannon_Player
Weapon_LightTank_Cannon_Player
Weapon_Humm-Vee_M60MG_Player
Weapon_FlameTank_Player
Weapon_Emplacement_Rocket_Player
Weapon_Emplacement_Gun_Player
Weapon_Emplacement_Cannon_Player
Weapon_Buggy_M60MG_Player
Weapon_APC_M60MG_Player
Weapon_Railgun_Player
Weapon_NukeBeacon_Player
Weapon_SSM_Player
Weapon_MRLS_Player
Weapon_MobileArtillery_Cannon_Player
Weapon_Chaingun_Player_Nod
Weapon_AutoRifle_Player_Nod
Weapon_SniperRifle_Player_Nod
Weapon_Nod_APC_Player
Weapon_VoltAutoRifle_Player_Nod
Ammo_IonCannonBeacon_Player
Ammo_LaserRifle_Player
Ammo_AutoRifle_Player
Ammo_LaserChaingun_Player
Ammo_PersonalIonCannon_Player
Ammo_RamjetRifle_Player
Ammo_TiberiumAutoRifle_Player
Ammo_TiberiumFlechetteGun_Player
Ammo_VoltAutoRifle_Player
Ammo_RepairGun_Player

Ammo_RepairGun_Player_Alternate
Ammo_StealthTank_Player
Ammo_ReconBike_Rocket_Player
Ammo_MediumTank_Cannon_Player
Ammo_MammothTank_Rocket_Player
 Ammo_MammothTank_Cannon_Player
Ammo_LightTank_Cannon_Player
Ammo_Humm-Vee_M60MG_Player
Ammo_FlameTank_Player
 Ammo_Emplacement_Rocket_Player
Ammo_Emplacement_Gun_Player
Ammo_Emplacement_Cannon_Player
Ammo_Buggy_M6C
Ammo_APC_M60MG_Player
Ammo_Railgun_Player
Ammo_MobileArtillery_Player
Ammo_NukeBeacon_Player
Ammo_SSM_Player
Ammo_MRLS_Player
Ammo_AutoRifle_Player_Nod
Ammo_SniperRifle_Player_Nod
Ammo_Chaingun_Player_Nod
Ammo_Nod_APC_Player
Ammo_VoltAutoRifle_Player_Nod

CnC_GDI_Grenadier_0_Secret
 CnC_Nod_Flamethrower_0_Secret
CnC_Nod_RocketSoldier_3Boss_Secret
CnC_Nod_RocketSoldier_3Boss_Secret2
CnC_Nod_RocketSoldier_0_Secret
CnC_GDI_RocketSoldier_2SF_Secret
CnC_Nod_Truck_Player_Secret
CnC_Civilian_Pickup01_Secret
 CnC_Civilian_Sedan01_Secre

There most of the "code-Names" for drop scripts

Subject: here
Posted by ohmybad on Wed, 23 Apr 2003 20:17:35 GMT
View Forum Message <> Reply to Message

Copy this into notepad and save it as CnC_c130drop. Drops 8 bots it works in cnc_islands the best

-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", ""

-1 Create_Object, 24, "X3_a10_strk1", 0, 0, 0, 0
-1 Play_Animation, 24, "X3_a10_strk1.X3_a10_strk1", 1
-1000 Destroy_Object, 24

-1 Create_Object, 25, "v_nod_cplane"
-1 Attach_To_Bone, 25, 24, "BN_a-10_000"
-600 Destroy_Object, 25

-163 Create_Real_Object, 26, "SignalFlare_Gold_Phys3", 25, "Prop04"
-1000 Destroy_Object, 26


-268 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"
-268   Attach_Script,       12, "M05_Park_Unit", 25, "Prop04"
-268   Attach_Script,       12, "M00_No_Falling_Damage_DME", 25, "Prop04"

-278 Create_Real_Object, 12, "Mutant_3boss_petrova", 25,"Prop04"
-278   Attach_Script,       12, "M05_Park_Unit", 25, "Prop04"
-278   Attach_Script,       12, "M00_No_Falling_Damage_DME", 25, "Prop04"



-272 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"
-272   Attach_Script,       12, "M05_Park_Unit", 25, "Prop04"
-272   Attach_Script,       12, "M00_No_Falling_Damage_DME", 25, "Prop04"



-288 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"
-288   Attach_Script,       12, "M05_Park_Unit", 25, "Prop04"
-288   Attach_Script,       12, "M00_No_Falling_Damage_DME", 25, "Prop04"


-282 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"
-282   Attach_Script,       12, "M05_Park_Unit""25", 25, "Prop04"
-282   Attach_Script,       12, "M00_No_Falling_Damage_DME", 25, "Prop04"




-262 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"
```

```
-262   Attach_Script,        12, "M05_Park_Unit", 25, "Prop04"
-262   Attach_Script,        12, "M00_No_Falling_Damage_DME", 25, "Prop04"


-264 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"
-264   Attach_Script,        12, "M05_Park_Unit", 25, "Prop04"
-264   Attach_Script,        12, "M00_No_Falling_Damage_DME", 25, "Prop04"

-260 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"
-260   Attach_Script,        12, "M05_Park_Unit", 25, "Prop04"
-260   Attach_Script,        12, "M00_No_Falling_Damage_DME", 25, "Prop04"
```

HAVE FUN

Subject: or...
Posted by ohmybad on Wed, 23 Apr 2003 20:19:16 GMT
View Forum Message <> Reply to Message

Or you can use this script for a flying hovercraft

```
-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_Real_Object, 5, GDI_Vehicle_Hovercraft"
-331 attach_to_bone,    5, 4, "wheelp01
```

Pretty simple

Subject: eh?
Posted by ohmybad on Wed, 23 Apr 2003 20:20:49 GMT
View Forum Message <> Reply to Message

Is there a script on making the apc that has a back that opens up and men come out?(I saw it in sp)

Subject: A10 strike gave me an idea.....
Posted by tarsonis9 on Thu, 24 Apr 2003 00:38:25 GMT

View Forum Message <> Reply to Message

Is there a script to make explosions occur? or could I have an A10 spawn and put the
M00_Base_Defense script on it to make it attack nod base?
if nto then at least can I make an explosion somewhere on or near airstrip? any help would be
appreciated,
and one other thing, is it possible to have an orca/apache fly by, shoot up something, and fly
away, and do this repeatedly? or at least have it fly by over and over?
one MORE thing (i know, boring) but can I change the weapons the bots use, as
Nod_Rocketsoldier_2sf gives me a HW black hand, but with rocket launcher, not laser chaingun.

thanks for any help I get,

   - tarsonis9

Subject: a tad new to scripting and I need some help/Pointers
Posted by Doitle on Thu, 24 Apr 2003 01:30:07 GMT

View Forum Message <> Reply to Message

If you want the bots to go somewhere, couldn't you create like a invisible object like Dave's arrow,
and tell them to follow it? They would go there then right?