Subject: Scripting help
Posted by tarsonis9 on Sat, 26 Apr 2003 03:49:53 GMT
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In a cinematic text script, is there any way to change the weapons a vehicle/unit has? for example, a ceiling gun that has an Ob's laser, or an orca with MLRS missles. any help is appreciated.

Subject: Scripting help
Posted by TheGunrun on Sat, 26 Apr 2003 03:54:09 GMT
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```
-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"

-331 Create_Real_Object, 5, "MX0_Nod_Obelisk"
-331 attach_to_bone,    5, 4, "wheelp01

-331   Attach_Script,       5, "M05_Nod_Gun_Emplacement",
```

 this is all u need to know for th lazer