Subject: Just wonderin
Posted by cowmisfit on Fri, 03 Oct 2003 10:42:44 GMT
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I was looking at a post today and i saw this cant rember who but how the hell did u do the orca thing lol.

Subject: Just wonderin
Posted by Majiin Vegeta on Fri, 03 Oct 2003 12:11:14 GMT
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thats Npsmith
.. he will soon answer

Subject: Just wonderin
Posted by kawolsky on Fri, 03 Oct 2003 18:00:53 GMT
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its actually quite easy, even though i didn`t do it im sure i know how he did it. I think he must of made a drop mod that drops 1 or more orcas everytime a vehicle is purchased, these vehicles do not add to the limit, so this means he can stack up lots and lots

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Subject: Just wonderin
Posted by laeubi on Fri, 03 Oct 2003 18:40:00 GMT
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or...maybe just did it in Leveldit
Much easyser.

Subject: Just wonderin
Posted by npsmith82 on Fri, 03 Oct 2003 19:33:06 GMT
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You can see a larger screenshot here:
http://www.spliff.wideboys.co.uk/files/pictures/orca100.jpg

Quote:or...maybe just did it in Leveldit
Much easyser:D
Trust me mate, i didn't.
This took me nearly 2 hours to do and i'm not having someone pass it off as an easy level edit job!

Kawolsky is correct, it's a cnc_c130drop.txt mod.

About 6 months ago when WOL was offline i had nothing better to do so i ended up messing around in a 1 player LAN game.

If you wanna try it yourself, just save the following text as a file called cnc_c130drop.txt, and place it in your Renegade\Data directory.
Quote:

```
; *************************** Nod Side C130 Path ********************************

-1 Create_Object,  8, "V_NOD_cargop_sm"
-1 Play_Animation,  8, "V_NOD_cargop_sm.M_cargo-drop_sm", 0
-1 Play_Audio,  "C130_IDLE_02", 8, "Cargo"
-360 Destroy_Object,  8
-1 Attach_To_Bone,  3, 8, "Cargo"
-180 Attach_To_Bone,  3, -8, "Cargo"


; ********************************************************************************
;
;
; Maps that work with this:
; C&C_Complex
;    C&C_Canyon
;    C&C_HourGlass
;    C&C_City
;    C&C_City_Flying
;    C&C_Field
;    C&C_Islands
;    C&C_Mesa
;    C&C_Under
;    C&C_Volcano
;    C&C_Walls
;    C&C_Walls_Flying
;    C&C_Dual_Death
;    C&C_Mountain
;    C&C_Eglin_AFB
;    C&C_CoverOfNight v1.2
;    C&C_Country_Meadow (PKG)
;    C&C_Afganistan (PKG)
;    C&C_HangOver (PKG)
;
; This does not work with:
; C&C_Hangmans_Canyon
;    C&C_Urban_Rush
;    C&C_Caverns
;    C&C_Metro
;    C&C_Siege
;    C&C_River_Raid
;    C&C_Lunar_Landing
```

```
;    C&C_SunFusion

-580 Create_Real_Object, 9, "CnC_GDI_Transport"
-600  Create_Real_Object,  10,  "CnC_GDI_Orca"
-620 Destroy_Object,  9

-880 Create_Real_Object, 9, "CnC_GDI_Transport"
-900  Create_Real_Object,  10,  "CnC_GDI_Orca"
-920 Destroy_Object,  9

-1180 Create_Real_Object, 9, "CnC_GDI_Transport"
-1200  Create_Real_Object,  10,  "CnC_GDI_Orca"
-1220 Destroy_Object,  9

-1480 Create_Real_Object, 9, "CnC_GDI_Transport"
-1500  Create_Real_Object,  10,  "CnC_GDI_Orca"
-1520 Destroy_Object,  9

-1780 Create_Real_Object, 9, "CnC_GDI_Transport"
-1800  Create_Real_Object,  10,  "CnC_GDI_Orca"
-1820 Destroy_Object,  9
```

10 seconds after the aircraft carrier (C-130) passes, this sequence will begin...

A transport helicopter is spawned before the orca to stop said orca from bouncing into the air - making it unreachable.

Shortly after the Transport is made, the orca is made, then the transport is removed.

This happens every 5 seconds, spawning a total of 5 orca's per vehicle drop.

After buying your 8th vehicle, just destroy the Nod harvester to initiate another delivery. Repeat until necessary.

Hope you have fun, enjoy.

Subject: Just wonderin
Posted by cowmisfit on Fri, 03 Oct 2003 19:40:52 GMT
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cool thanx

Subject: Just wonderin
Posted by laeubi on Fri, 03 Oct 2003 20:45:37 GMT
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npsmith82You can see a larger screenshot here:
http://www.spliff.wideboys.co.uk/files/pictures/orca100.jpg

Quote:or...maybe just did it in Leveldit
Much easyser:D
Trust me mate, i didn't.
This took me nearly 2 hours to do and i'm not having someone pass it off as an easy level edit job!

not meant as an offen
Just another idea that comes into my head after someone alread ymentioned the Script thingy

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Subject: Just wonderin
Posted by kawolsky on Fri, 03 Oct 2003 21:02:03 GMT
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npsmith82
Kawolsky is correct, it's a cnc_c130drop.txt mod.

im always correct, except when im not

Subject: Just wonderin
Posted by laeubi on Fri, 03 Oct 2003 21:15:59 GMT
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kawolskynpsmith82
Kawolsky is correct, it's a cnc_c130drop.txt mod.

im always correct, except when im not

Subject: Just wonderin
Posted by z310 on Sat, 04 Oct 2003 01:10:59 GMT
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whats with the gdi flamers from the screenshot?

Subject: Just wonderin
Posted by npsmith82 on Sat, 04 Oct 2003 02:30:32 GMT
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z310whats with the gdi flamers from the screenshot?Oh that's just a skin i used to use, along with the black stealth tank seen in the screenshot.

Can't remember where i downloaded it from, sorry.
If you're interested, i'm sure it's on planetcnc.com or somewhere?

Subject: Just wonderin
Posted by z310 on Sat, 04 Oct 2003 02:32:08 GMT
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oh ok it just surprised me i thought somebody had a mod where both teams get flame tanks or somthing

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