Subject: Re: cnc_c130drop.txt
Posted by Black Hand on Thu, 14 Jun 2007 19:36:59 GMT
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Thank you very much, by the way I tried it on several maps like C&C Under, C&C City etc... and it worked on them as well

I modified it a bit:

```
-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
-200 Destroy_Object,  3

-1 Create_Real_Object, 5, "Nod_Buggy", 3, ""
-1 Attach_To_Bone,  5, 1, "Cargo"
-180 Attach_To_Bone,  5, -1, "Cargo"
-1    Attach_Script,        5, "M00_No_Falling_Damage_DME", ""
-1    Attach_Script,        5, "M01_Hunt_The_Player_JDG", ""
-1    Attach_Script,        5, "M05_Nod_Gun_Emplacement",

-201 Create_Object,  4, "XG_TransprtBone",   0, 0, 0, 0
-201 Play_Animation,  4, "XG_TransprtBone.XG_HD_TTraj", 4
-1500 destroy_object,  4

;****************************** Transport

-201 Create_Real_Object, 5, "NOD_Transport_Helicopter", 1, "BN_Trajectory"
-201 Attach_Script,  5, "M02_PLAYER_VEHICLE", ""
-201 Attach_to_Bone,  5,4,"BN_Trajectory"
-201 Play_Animation,  5, "v_GDI_trnspt.XG_HD_Transport",4
-201 Play_Animation,  5, "v_GDI_trnspt.v_GDI_trnspt",1
-900 destroy_object,  5



;****************************** Apache
-305 Create_Real_Object, 9, "NOD_minigunner_1off", 5, "BN_Trajectory"
-305   Attach_Script,        9, "M01_Hunt_The_Player_JDG", ""
-305   Attach_Script,        9, "M00_No_Falling_Damage_DME", ""
-305 Play_Animation,  9, "H_A_X5D_ParaT_1", 0


-310 Create_Real_Object, 9, "NOD_rocketsoldier_0", 5, "BN_Trajectory"
-310   Attach_Script,        9, "M01_Hunt_The_Player_JDG", ""
-310   Attach_Script,        9, "M00_No_Falling_Damage_DME", ""
-310 Play_Animation,  9, "H_A_X5D_ParaT_1", 0
```

```
-315 Create_Real_Object, 9, "NOD_FlameThrower_1Off", 5, "BN_Trajectory"
-315   Attach_Script,      9, "M01_Hunt_The_Player_JDG", ""
-315   Attach_Script,      9, "M00_No_Falling_Damage_DME", ""
-315 Play_Animation,  9, "H_A_X5D_ParaT_1", 0

-320 Create_Real_Object, 9, "NOD_minigunner_0", 5, "BN_Trajectory"
-320   Attach_Script,      9, "M01_Hunt_The_Player_JDG", ""
-320   Attach_Script,      9, "M00_No_Falling_Damage_DME", ""
-320 Play_Animation,  9, "H_A_X5D_ParaT_1", 0

-325 Create_Real_Object, 9, "NOD_minigunner_0", 5, "BN_Trajectory"
-325   Attach_Script,      9, "M01_Hunt_The_Player_JDG", ""
-325   Attach_Script,      9, "M00_No_Falling_Damage_DME", ""
-325 Play_Animation,  9, "H_A_X5D_ParaT_1", 0

-330 Create_Real_Object, 9, "NOD_minigunner_0", 5, "BN_Trajectory"
-330   Attach_Script,      9, "M01_Hunt_The_Player_JDG", ""
-330   Attach_Script,      9, "M00_No_Falling_Damage_DME", ""
-330 Play_Animation,  9, "H_A_X5D_ParaT_1", 0


-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

-400 Create_Real_Object, 6, "GDI_minigunner_1off", 26,
-400   Attach_Script,      6, "M01_Hunt_The_Player_JDG", ""
-400   Attach_Script,      6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation,  6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_rocketsoldier_0", 26,
-400   Attach_Script,      6, "M01_Hunt_The_Player_JDG", ""
-400   Attach_Script,      6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation,  6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_rocketsoldier_0", 26,
-400   Attach_Script,      6, "M01_Hunt_The_Player_JDG", ""
-400   Attach_Script,      6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation,  6, "H_A_X5D_ParaT_1", 0
```

```
-400 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-400    Attach_Script,    6, "M01_Hunt_The_Player_JDG", ""
-400    Attach_Script,    6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation,  6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-400    Attach_Script,    6, "M01_Hunt_The_Player_JDG", ""
-400    Attach_Script,    6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation,  6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-400    Attach_Script,    6, "M01_Hunt_The_Player_JDG", ""
-400    Attach_Script,    6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation,  6, "H_A_X5D_ParaT_1", 0
```

Everything works very well, except the last part of the script concerning the GDI bot dropp off. All the GDI units drop on the same place and are unable to move, could you help me to resolve that problem please?

Thanks in advance