
Subject: Re: Where can I get the Sea Shore Canon
Posted by [Sn1per74*](#) on Tue, 11 Sep 2007 02:26:07 GMT
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Here's a money chopper:

```
-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", ""
```

```
-300 Create_Real_Object, 4, "CnC_Gdi_Transport"  
-300 Attach_Script, 4, "GTH_Credit_Trickle", "250"
```

And.. Here is the sea shore cannon-

```
-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", ""
```

```
-300 Create_Real_Object, 4, "CnC_Gdi_Orca"  
-330 Attach_Script, 4, "M00_Disable_Physical_Collision_JDG"
```

```
-330 Create_Real_Object, 5, "Big_Gun_Phlat"  
-330 Attach_Script, 5, "M05_Nod_Gun_Emplacement"  
-331 Attach_To_Bone, 5, 4, "muzzlea0"
```

Put either of those in a text document and name it cnc_c130drop and put it in your data folder.
