rrutk wrote on Thu, 27 March 2008 20:45Ok, I solved some things.

I made a special Terminal, where its possible, to buy a aircraft via
JFW_Preset_Buy_Poke_Delay_Sound.
Then it apears in the sky, is following a waypath accross the enemy base and disapears through a
damage script on the end of waypath.

So, the problems are now:

a) over the enemy base they should drop some bombs or firing rockets...cinematic or real. it
should look nice. may be with scriptzone_all entry or something??? but it doenst work.

b) a airstrike purchase terminal is in each building. but the timer works for each PT seperate. so
the delay between purchases is only in one building. its possible to buy a new airstrike in the other
buildings during delay time. why?

c) the scipt doesnt play the purchase sound, even if i wrote it in parameters. why?

a) Toggle Spoiler;_____
;
; Available Cinematic Script Commands
;
; time/frame Create_Object, id (slot), preset_name, x, y, z, facing,
animation
; id can be -1 to mean do not store this object, and do not destroy
; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump"
;
; time/frame Destroy_Object, id (slot)
; 0 Destroy_Object, 0
;
; time/frame Play_Animation, id (slot), animation_name, looping,
sub_obj_name
; 0 Play_Animation, 0, "Human.Jump", false
;
; time/frame Control_Camera, id (slot)
; use id -1 for disabling control;
; note this will also disable star control and disbale the hud
; 0 Control_Camera, 0
;
;_____

;****************** CHEAT SHEET *****************************

```
;Start frame create_object slot number model x,y,z,facing animation
name(
model*hierarchy*.anim )
;Start frame Play_Animation  slot number anim name (
model*hierarchy*.anim )
looping  Sub Object
;Start frame Play_Audio wave filename slot number bone name
;       * no slot # / bone name = 2D Audio
;0= NO LOOP ( kills object when finshed ) 1= LOOP

;************************ CNC MODE: NOD AIRSTRIP DROPOFF
;
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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

-1 Attach_To_Bone,  3, 1, "Cargo"
-180 Attach_To_Bone,  3, -1, "Cargo"
-900 Attach_Script,  3, "M02_PLAYER_VEHICLE", ""
-4360 Destroy_Object,  3

-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, "CnC_Nod_Mutant_0_Mutant", 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
-305   Attach_Script,        9, "M05_NOD_gun_emplacement", ""
```

-310 Create_Real_Object, 9, "CnC_Nod_Mutant_0_Mutant", 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
-310   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-315 Create_Real_Object, 9, "CnC_Nod_Mutant_0_Mutant", 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
-315   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-320 Create_Real_Object, 9, "CnC_Nod_Mutant_1Off_Acolyte", 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
-320   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-325 Create_Real_Object, 9,"CnC_Nod_Mutant_1Off_Acolyte", 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
-325   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-330 Create_Real_Object, 9, "CnC_Nod_Mutant_1Off_Acolyte", 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
-330   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-335 Create_Real_Object, 9, "CnC_Nod_Mutant_2SF_Templar", 5,
"BN_Trajectory"
-335   Attach_Script,   9, "M01_Hunt_The_Player_JDG", ""
-335   Attach_Script,   9, "M00_No_Falling_Damage_DME", ""
-335 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-335   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-340 Create_Real_Object, 9, "CnC_Nod_Mutant_2SF_Templar", 5,
"BN_Trajectory"
-340   Attach_Script,   9, "M01_Hunt_The_Player_JDG", ""
-340   Attach_Script,   9, "M00_No_Falling_Damage_DME", ""
-340 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-340   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-350 Create_Real_Object, 9, "CnC_Nod_Mutant_2SF_Templar", 5,
"BN_Trajectory"
-350   Attach_Script,   9, "M01_Hunt_The_Player_JDG", ""
-350   Attach_Script,   9, "M00_No_Falling_Damage_DME", ""
-350 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-350   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-345 Create_Real_Object, 9, "CnC_Nod_Mutant_0_Mutant", 5,
"BN_Trajectory"
-345   Attach_Script,   9, "M01_Hunt_The_Player_JDG", ""
-345   Attach_Script,   9, "M00_No_Falling_Damage_DME", ""
-345 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-345   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-350 Create_Real_Object, 9, "CnC_Nod_Mutant_0_Mutant", 5,
"BN_Trajectory"
-350   Attach_Script,   9, "M01_Hunt_The_Player_JDG", ""
-350   Attach_Script,   9, "M00_No_Falling_Damage_DME", ""
-350 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-350   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-355 Create_Real_Object, 9, "CnC_Nod_Mutant_1Off_Acolyte", 5,
"BN_Trajectory"
-355   Attach_Script,   9, "M01_Hunt_The_Player_JDG", ""
-355   Attach_Script,   9, "M00_No_Falling_Damage_DME", ""
-355 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-355   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-360 Create_Real_Object, 9, "CnC_Nod_Mutant_1Off_Acolyte", 5,
"BN_Trajectory"
-360   Attach_Script,   9, "M01_Hunt_The_Player_JDG", ""
-360   Attach_Script,   9, "M00_No_Falling_Damage_DME", ""
-360 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-360   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-365 Create_Real_Object, 9, "CnC_Nod_Mutant_1Off_Acolyte", 5,
"BN_Trajectory"
-365   Attach_Script,   9, "M01_Hunt_The_Player_JDG", ""
-365 Attach_Script,   9, "M00_No_Falling_Damage_DME", ""
-365 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-365   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-370 Create_Real_Object, 9, "CnC_Nod_Mutant_1Off_Acolyte", 5,
"BN_Trajectory"
-370   Attach_Script,   9, "M01_Hunt_The_Player_JDG", ""
-370   Attach_Script,   9, "M00_No_Falling_Damage_DME", ""
-370 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-370   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-375 Create_Real_Object, 9, "CnC_Nod_Mutant_2SF_Templar", 5,
"BN_Trajectory"
-375   Attach_Script,   9, "M01_Hunt_The_Player_JDG", ""
-375   Attach_Script,   9, "M00_No_Falling_Damage_DME", ""
-375 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-375   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-380 Create_Real_Object, 9, "CnC_Nod_Mutant_2SF_Templar", 5,
"BN_Trajectory"
-380   Attach_Script,   9, "M01_Hunt_The_Player_JDG", ""
-380   Attach_Script,   9, "M00_No_Falling_Damage_DME", ""
-380 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-380   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-385 Create_Real_Object, 9, "CnC_Nod_Mutant_2SF_Templar", 5,
"BN_Trajectory"
-385   Attach_Script,   9, "M01_Hunt_The_Player_JDG", ""
-385   Attach_Script,   9, "M00_No_Falling_Damage_DME", ""
-385 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-385   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

-390 Create_Real_Object, 9, "CnC_Nod_Mutant_0_Mutant", 5,
"BN_Trajectory"
-390   Attach_Script,   9, "M01_Hunt_The_Player_JDG", ""
-390   Attach_Script,   9, "M00_No_Falling_Damage_DME", ""
-390 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-390   Attach_Script,   9, "M05_NOD_gun_emplacement", ""

This is a script that makes bots fall from a chopper so I assume you could use something like it to make bombs fall instead.