
Subject: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Fri, 22 Aug 2008 23:15:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm working on a new, ADVANCED c-130 drop editor that will let me do verry unusall stuff, like drive turrets. I'm currently working on a havester project, but the havster will not give cash. Does anyone know anny scripts to let the havester gain \$\$\$ SLOWLY? The script:

-201 Attach_script, 7, "GTH_Credit_Trickle", "100"

Lets you gain 100, forever, untill destroied. I would like it if you could gain 100 every so-and-so seconds. Also, I wouldn't like it go on on forever, or beable to gain the cash from outside the VEH.

Also, I'm working on letting un-enterable vehicals become enterable. Currently I'm using the Combo of scripts liek this to get to get in a veh, with out seeing another veh:

```
-400 Create_Real_Object, 9, "<name of veh UNDERNEETH"  
-401 Create_Real_Object, 4, "<name of object wanted to be seen"  
-400 Attach_Script, 9, "M10_Playertype_Nod"  
-402 Attach_Script, 9, "Mx0_obelisk_Weapon_DLS"  
-405 Attach_Script, 4, "<basic AI for the seen object>", ""  
-405 Attach_Script, 4, "M00_No_Falling_Damage_DME", ""  
-419 Attach_Script, 4, "M00_disable_physical_collision_JDG", "  
-401 Attach_To_Bone, 4, 9, "Wheelp01"
```

Is there a force enable entry script? Also, is there a way to controll the other object, with out letting it be ai (give you the ability to fire it)?

-Stay Tunned For More Help Requests...

=Samous

PS: I can give away the current base file i'm using for all the scripts and more... just ask. All sorces can bee found in there.

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Sat, 23 Aug 2008 01:14:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

NEW: I have made a A-10 to drop "CARGO" instead of a C-130, also using the animation:

"v_GDI_trnspt.v_GDI_trnspt"

...And using the models:

"XG_HDB_TTraj", "XG_HDB_Harness"

... with thier specific animations. Then I made a C-130 fly after the A-10 and drop off any EXTRA cargo, like powersups and what not.

PROBLEMS WITH A-10: FIXED

Also, the A-10 drops off its CARGO facing thge rong dircrection, is there an animation or a fix for this? If the CARGO is dropped right, the C-130 wouldn't hit it.

PROBLEMS WITH C-130: FIXED N/A

-help!
=samous

PS: If you would like to know how I fixedsecretian problems, looking my base script file, that you can ask for at anytime.

Subject: Re: CNC DROP EDIOR, NEW!
Posted by [samous](#) on Sat, 23 Aug 2008 03:26:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a mod that changes your C-130 into an A-10. The CARGO you buy rolls off the top of the a-10, it looks kinda funny.

The Roll_off_a10.bmp is the picture above.

If yo like this mod, you can find it (and others) here:

http://www.renegadeforums.com/index.php?t=msg&goto=348186&rid=24163#msg_348186

=Samous

File Attachments

1) [roll_off_a10.bmp](#), downloaded 1621 times

Subject: Re: CNC DROP EDIOR, NEW!
Posted by [bisen11](#) on Sat, 23 Aug 2008 04:32:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

-201 Attach_script, 7, "GTH_Credit_Trickle","100"

If you change the 100, it'll switch how much money they get.

I.E.

-201 Attach_script, 7, "GTH_Credit_Trickle","50"

Now they'll get 50.

But that script will still give it to everyone on your team. Maybe if you some sort of timer grant power up thing? O.o

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [ErroR](#) on Sat, 23 Aug 2008 07:02:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Sat, 23 Aug 2008 19:32:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

"-201 Attach_script, 7, "GTH_Credit_Trickle","50"

Now they'll get 50."

Acually, they get 50 every -1 seconds. So they get thousands off \$\$ with just one veh. I want to know If there is a way to give off just a little. Also, I looke around for times scripts for rnegade, I haven't found anything usfull yet.

-But thanks for the replies.

=Samous

PS: If you know anyone that has moddified c130 stuf before, could you dircrct them here?

EDIT: Note, for anyone wanting to give your sel unfair amounts of \$\$\$, don't set the credit trickle to 250, or else you will not get any \$\$\$ (unless you happen to be playing single player).

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Sat, 23 Aug 2008 21:41:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is a C-130 to A-10 mod, it converts the C-130 into a A-10, then has a C-130 fly after it and drop off a Recon Bike.

If you like these images, you can get the full mod here:

http://www.renegadeforums.com/index.php?t=msg&goto=348184&rid=24163#msg_348184

File Attachments

- 1) [A10_drop_air.bmp](#), downloaded 1566 times
- 2) [C130_drop_land.bmp](#), downloaded 1561 times
- 3) [C130_drop_on_harvester.bmp](#), downloaded 1543 times

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [mrÃ£Ã§Ã·z](#) on Sat, 23 Aug 2008 22:01:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Look what my Cargo plane can do

KLICK

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Sat, 23 Aug 2008 22:12:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cool, ow did you get it to do that? Did you edit .dll, .txt, or use lvl edit? If txt I whant to know what you typed.

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [mrÃ£Ã§Ã·z](#) on Sat, 23 Aug 2008 22:34:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

I made this Script in C++ (its compiled into a .DLL file)

You call it by typing !Airstrike

If you start creating a server i would be glad to give you the code

lol

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Sat, 23 Aug 2008 22:55:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks for the offer, but I do mainly c-130 stuff.

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Sun, 24 Aug 2008 01:47:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

NOTE: This is a support link reply. I will Put links to all of the C-130 Programs I support.

Taximes C-130 Drop Editor 3.0.2

Link:

<http://files.filefront.com/C+130+Drop+Editor+302/4908702;/fileinfo.html>

UBER DROP MOD by Meddling1

Link:

<http://browse.files.filefront.com/Command%20and%20Conquer%20Renegade/;2254923;/browsefiles.html>

carbons v3 mod

Link:

<http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=173>

Renegade Extracter by Scorpio9a, Gracktov, Ham2sh, RaGe, and Maniac

Link:

<http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=17>

Taximes C-130 Drop Editor (out dated, but different uses)

Link:

<http://cncsg.cncuprising.com>

shamus2k3's mod package 1.0

Art By Shamus2k3:

```
.....^_
...../..\
...../...\
.....(..0.0..)
.....\.'./
.....\~.\
.....|.|_
...../o.o\
.....~~~.~~~
...../...|...\
.....+....|....+____<--- monkey
...../..\
...../....\
...../....\

...#####
.../....\
.../..o.o..\
(...'....)____ Art is better than it is now, server glitched
\.\__/_/
..\\____/_/
```

Link:

<http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=211>

Mod C-130 Author - Spygun11

Link:

<http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=216>

XCC Mixer 143 by "Olaf van der Spek" (not making this up)

Link:

N/a (link was lost, download from bellow, titled xccmixer143)

-For now, that's all the links.

=Samous

By downloading the file xccmixer143.zip, you accept full responsibility of ownership of that copy. If the xccmixer is (c) and not wanted to be posted here, I will remove the download and advise all downloaders to delete their xccmixer143.zip file. If such happens, and you do not delete the xccmixer.zip file or its contents, you accept full responsibility of that file, and any lawsuits about the contents can not be blamed on me.

NOTE: the previous statement is currently not court approved.

File Attachments

1) [xccmixer143.zip](#), downloaded 223 times

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [bisen11](#) on Sun, 24 Aug 2008 06:26:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is there a script that grants a powerup to a person every so often? If so you could grant them a money powerup.

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Sun, 24 Aug 2008 18:14:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

There really are no timed scripts, at least not that I know of, so that won't work. If there is a script that gives you the \$\$\$ once, I would like to know it so I can do something like:

-205 Attach_Script, 6, "M08_Give_Money", "200"
-305 Attach_Script, 6, "M08_Give_Money", "200"
-405 Attach_Script, 6, "M08_Give_Money", "200"
Ect.

There is a new C-130 Mods page for mods made by me, go here for them:

<http://www.renegadeforums.com/index.php?t=msg&th=30163&start=0&rid=24163>

I will be posting the current mods from this page there, and deleting those posts.

=Samous

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Sun, 24 Aug 2008 19:35:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

New mod out in my mod page, take a look!

SUPER APC!

Link to mod page:

http://www.renegadeforums.com/index.php?t=msg&goto=348195&rid=24163#msg_348195

=Samous

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Sun, 24 Aug 2008 19:36:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmmm, is there a cancle script, or a delet script? that would be usefull....

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Sun, 24 Aug 2008 23:19:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

New Mod Out On The Mod Page:

FLare mod:

This is a very cheasy mod, but it works. This mod spawns a signal flare to tell you where the C-130's cargo will land, then disappears after a while.

PICTURES:

You can find it here:

http://www.renegadeforums.com/index.php?t=msg&goto=348209&rid=24163#msg_348209

=samous

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Sun, 24 Aug 2008 23:44:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

MOD needs fixing!

Supposed to replace C-130 with Submarine.

PIC:

Glitches/BUGS:

Sub flies sideways.

Sub doesn't drop off cargo, but has the cargo spawn at the air strip tell it passes by, then the cargo moves.

The second the sub "drops" off the cargo, the top hatch flies open and rotates in a propeller like fashion.

Sub is not civ, like C-130 (C-130 has a 0 with a line through it, while sub has a nod symbol).

Find the mod here:

http://www.renegadeforums.com/index.php?t=msg&goto=348213&rid=24163#msg_348213

-Plz post how to fix these

=Samous

Subject: FIRST C-130 EDITOR REALEASE!
Posted by [samous](#) on Tue, 09 Sep 2008 01:41:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

=samous

EDIT: Final Beta Out Now! Look BELOW V

Subject: Re: FIRST C-130 EDITOR REALEASE!
Posted by [BlueThen](#) on Tue, 09 Sep 2008 01:43:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

The term "editor" is very misleading.

Subject: Re: CNC DROP EDIOR, NEW!
Posted by [samous](#) on Tue, 09 Sep 2008 01:45:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually, I will change the file, as my experiance grows, into a C-130 editor, untill thn right now its eally a C-130 Mod installer.

Subject: Re: CNC DROP EDIOR, NEW!
Posted by [Mauler](#) on Tue, 09 Sep 2008 03:08:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Drop files are pretty much outdated. Most servers can create most of these effect or changes with custom DLL's/Server side mods. I remember using this drop mods even before the final game was released, I experimented with them in the demo lol.

Subject: Re: CNC DROP EDIOR, NEW!
Posted by [samous](#) on Tue, 09 Sep 2008 03:45:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm aware that Drop mods are not the best right now.... but is easy and it uses my mind. But once I get into C++ format, I will be making server mods! Untill then, I will try to make advanced mods with the C-130 file. With more time, I will also make Single Player mods, and W3d/DDS mods. If anyone know a DDS veiwer and editor, I would realy like it. IT HAS TO BE FREE! I current y have SP GDI drop mods, but they suck. They will be included in the finished installer.

Subject: Final Beta of the C-130 Installer out! NEW MODS!

Posted by [samous](#) on Thu, 11 Sep 2008 00:31:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

THE C-130 INSTALLER FINALLY OUT! WHO HO! The installer includes my mods, shamus2k3's mods, and mending's mods! Full Beta out now!

INSTALATION INSTRUCTIONS:

Extract the "SAMOUS MODS" folder to the renegade data directory.

TFD:

C:/Program Files/EA Games/The First Dacade/Renegade (TM)/Renegade/Data

Renegade:

C:/WestWood/Renegade/Data

After extracting, run the program C-130_INSTALLER_1B.exe. follow instruction provided in program.

File Attachments

1) [C-130.zip](#), downloaded 196 times

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Thu, 11 Sep 2008 01:11:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

New Mod, with release of C-130 Installer V1.0 Full Updates!

I made a new Tank, The mushroom tank!

Its a chameleon with a mushroom cloud around it, lol.

Also, there is a Flame tank (ai) that you can't enter that will fire at any nearby enimys!

Extra health and regeneration health for both Ftank and Chameleon.

Pictures:

Mod will come out with updated C-130 Installer!

=Samous

Subject: Re: CNC DROP EDIOR, NEW!

Posted by [samous](#) on Fri, 12 Sep 2008 02:49:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm working on a parachute drop, where a parachute drops the purchased vehicles in a parachuting animation. There are so-far these bugs, really funny:

More info soon!

Also, I'm expecting feedback on my C-130 editor, so I can finish it and make it a Full Version. Or, Have Update 1.1 uploaded.

=Samous

Note: Maby I can make a Construction Drop type mod, where the veh are created in front of you, not just spawned. (like pictures)
