

Subject: cnc_c130drop

Posted by [Anonymous](#) on Fri, 20 Dec 2002 17:14:00 GMT

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

```
-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";Units -----,*****
Create Apache-300 Create_Real_Object, 4, "cnc_nod_apache"-320 Create_Real_Object, 5,
"CnC_Nod_Apache"-320 Attach_Script, 5,
"M02_Player_Vehicle"-340 Destroy_Object, 4;***** Create
Orca-700 Create_Real_Object, 6, "cnc_nod_apache"-710 Create_Real_Object, 7,
"CnC_GDI_Orca"-710 Attach_Script, 7,
"M02_Player_Vehicle"-720 Destroy_Object, 6;***** Create Recon
Bike-1000 Create_Real_Object, 8, "cnc_nod_apache"-1010 Create_Real_Object, 9,
"Nod_Recon_Bike_Player"-1010 Attach_Script, 9, "M02_Player_Vehicle"-1020
Destroy_Object, 8-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
"POW_Medal_Health"-300 Create_Real_Object, 6, "POW_Medal_Health"-300
Create_Real_Object, 6, "POW_Medal_Health"-300 Create_Real_Object, 6,
```


"POW_RepairGun_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_RocketLauncher_Player"-320 Create_Real_Object, 10,
"POW_Shotgun_Player"-320 Create_Real_Object, 10,
"POW_Shotgun_Player"-320 Create_Real_Object, 10,
"POW_Shotgun_Player"-320 Create_Real_Object, 10,
"POW_Shotgun_Player"-320 Create_Real_Object, 10,
"POW_Shotgun_Player"-320 Create_Real_Object, 10,
"POW_Shotgun_Player"-320 Create_Real_Object, 10,
"POW_Shotgun_Player"-320 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumAutoRifle_Player"-320 Create_Real_Object, 10,
"CnC_POW_TiberiumFlechetteRifle_Player"-320 Create_Real_Object, 10,
"CnC_POW_TiberiumFlechetteRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumFlechetteRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumFlechetteRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumFlechetteRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumFlechetteRifle_Player"-320 Create_Real_Object, 10,
"POW_TiberiumFlechetteRifle_Player"-320 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player"-320 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player"-320 Create_Real_Object, 10, "POW_VoltAutoRifle_Player"
