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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sun, 17 Nov 2002 18:57:00 GMT

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Ok I am having a problem. First, I have now gotten people to spawn from the airstrip. The problem is when they spawn they are stuck inside the vehicle that was created. Here is a screenshot... Screenshot and another problem is after I destroy the vehicle and the infantry unit is still alive they do not follow me. Here is a screenshot... Screenshot And here is my script so far.;

```
***** CNC MODE: NOD AIRSTRIP DROPOFF *****
***** Fly the C130-1 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; *****
Attach the object-1 Attach_To_Bone, 3, 1, "Cargo"-100 Create_Real_Object, 1, "NOD_Kane", 3,
" "-100 Attach_Script, 1, "M00_No_Falling_Damage_DME", 3, " "-100 Attach_Script,
1, "M04_Hunt_The_Player", 3, " "-100 Attach_Script, 1, "M06_Thunder_Unit" 3, "";
***** Drop the object off...-180 Attach_To_Bone, 3, -1,
"Cargo"-280 Create_Real_Object, -1, "NOD_Kane", 3, " "-280 Attach_Script, -1,
"M00_No_Falling_Damage_DME", 3, " "-280 Attach_Script, -1 "M04_Hunt_The_Player", 3,
" "-280 Attach_Script, -1, "M06_Thunder_Unit", 3, ""
```

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