
Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Sat, 11 May 2002 20:36:00 GMT

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i have only been able to get this to work on skirmish but this is the script for air-dropping black hand special forces troops onto the nod airstrip. just copy and past this into notepad and save it as "cnc_c130drop.txt" without the quotes. i have not tested this in multi-player but it works on all maps in skirmish mode. T(his is CHIMERA's work plz do not steal this. if you use it for something plz add my name to it and give me credit);_____;;

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;*****

Apache-305 Create_Real_Object, 8, "M11_Paratrooper_JDG", 7, "Box01"-305 Attach_Script, 8, "M01_Hunt_The_Player_JDG", ""-305 Attach_Script, 8,

"M00_No_Falling_Damage_DME", ""-1 Attach_Script, 4, "M01_Hunt_The_Player_JDG", ""-305 Attach_To_Bone, 8, 7, "Box01"-305 Play_Animation, 8, "H_A_X5D_ParaT_1",

0-415 Attach_To_Bone, 8, -1, "Box01"; *****

Parachute_2-429 Create_Object, 9, "X5D_Parachute", 0, 0, 0, 0-429 Play_Animation, 9, "X5D_Parachute.X5D_ParaC_1", 4-520 Destroy_Object, 9; ***** Box

1-405 Create_Object, 10, "X5D_Box01", 0, 0, 0, 0-405 Play_Animation, 10, "X5D_Box01.X5D_Box01", 4-520 Destroy_Object, 10;*****

Apache-405 Create_Real_Object, 11, "M11_Paratrooper_JDG", 10, "Box01"-405 Attach_Script, 11, "M01_Hunt_The_Player_JDG", ""-405 Attach_Script, 11,

"M00_No_Falling_Damage_DME", ""-1 Attach_Script, 4, "M01_Hunt_The_Player_JDG", ""-405 Attach_To_Bone, 11, 10, "Box01"-405 Play_Animation, 11, "H_A_X5D_ParaT_1",

0-515 Attach_To_Bone, 11, -1, "Box01"; *****

Parachute_3-529 Create_Object, 12, "X5D_Parachute", 0, 0, 0, 0-529 Play_Animation, 12, "X5D_Parachute.X5D_ParaC_1", 4-620 Destroy_Object, 12; ***** Box

1-505 Create_Object, 13, "X5D_Box01", 0, 0, 0, 0-505 Play_Animation, 13,

"X5D_Box01.X5D_Box01", 4-620 Destroy_Object, 13hope this helpsthough it only works for NOD
