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Subject: new one

Posted by [ohmybad](#) on Sat, 19 Apr 2003 14:34:30 GMT

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Try this one also works best in CnC\_Islands makes bots

```
-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", ""  
  
-1 Create_Object, 24, "X3_a10_strk1", 0, 0, 0, 0  
-1 Play_Animation, 24, "X3_a10_strk1.X3_a10_strk1", 1  
-1000 Destroy_Object, 24  
  
-1 Create_Object, 25, "v_nod_cplane"  
-1 Attach_To_Bone, 25, 24, "BN_a-10_000"  
-600 Destroy_Object, 25  
  
-163 Create_Real_Object, 26, "SignalFlare_Gold_Phys3", 25, "Prop04"  
-1000 Destroy_Object, 26  
  
-268 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"  
-268 Attach_Script, 12, "M05_Park_Unit", 25, "Prop04"  
-268 Attach_Script, 12, "M00_No_Falling_Damage_DME", 25, "Prop04"  
  
-278 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"  
-278 Attach_Script, 12, "M05_Park_Unit", 25, "Prop04"  
-278 Attach_Script, 12, "M00_No_Falling_Damage_DME", 25, "Prop04"  
  
-272 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"  
-272 Attach_Script, 12, "M05_Park_Unit", 25, "Prop04"  
-272 Attach_Script, 12, "M00_No_Falling_Damage_DME", 25, "Prop04"  
  
-288 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"  
-288 Attach_Script, 12, "M05_Park_Unit", 25, "Prop04"  
-288 Attach_Script, 12, "M00_No_Falling_Damage_DME", 25, "Prop04"
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-282 Create\_Real\_Object, 12, "Mutant\_3boss\_petrova", 25, "Prop04"  
-282 Attach\_Script, 12, "M05\_Park\_Unit", 25, "Prop04"  
-282 Attach\_Script, 12, "M00\_No\_Falling\_Damage\_DME", 25, "Prop04"

-262 Create\_Real\_Object, 12, "Mutant\_3boss\_petrova", 25, "Prop04"  
-262 Attach\_Script, 12, "M05\_Park\_Unit", 25, "Prop04"  
-262 Attach\_Script, 12, "M00\_No\_Falling\_Damage\_DME", 25, "Prop04"

-264 Create\_Real\_Object, 12, "Mutant\_3boss\_petrova", 25, "Prop04"  
-264 Attach\_Script, 12, "M05\_Park\_Unit", 25, "Prop04"  
-264 Attach\_Script, 12, "M00\_No\_Falling\_Damage\_DME", 25, "Prop04"

-260 Create\_Real\_Object, 12, "Mutant\_3boss\_petrova", 25, "Prop04"  
-260 Attach\_Script, 12, "M05\_Park\_Unit", 25, "Prop04"  
-260 Attach\_Script, 12, "M00\_No\_Falling\_Damage\_DME", 25, "Prop04"

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