
Subject: or...

Posted by [ohmybad](#) on Wed, 23 Apr 2003 20:19:16 GMT

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Or you can use this script for a flying hovercraft

```
-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  
-300 Create_Real_Object, 4, "CnC_Nod_Apache"  
-300 Attach_Script, 4, "M00_Disable_Physical_Collision_JDG", ""  
  
-331 Create_Real_Object, 5, GDI_Vehicle_Hovercraft"  
-331 attach_to_bone, 5, 4, "wheelp01"
```

Pretty simple
