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Subject: scripts...

Posted by [ohmybad](#) on Sun, 01 Jun 2003 15:31:56 GMT

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flying gun boat:

```
-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, "M01_GDI_Gunboat"
-331 attach_to_bone, 5, 4, "wheelp01"
```

Fly the complex level :

```
-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_Object, 5, "MP_complex"
-331 attach_to_bone, 5, 4, "wheelp01"
-760 Destroy_Object, 4
```

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