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Subject: Re: need help with CnC\_C130drop  
Posted by [Sn1per74\\*](#) on Fri, 27 Jul 2007 14:27:50 GMT  
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alz45 wrote on Fri, 27 July 2007 06:10Was it me?  
C&C\_Flying???

Anyway here is the code for City:

```
-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", ""
```

```
-400 Create_Real_Object, 4, "CnC_Nod_Apache"  
-400 Create_Object, 5, "mp_city"  
-400 attach_to_bone, 5, 4, "wheelp01"
```

If you want to put another map on the apache, open up the mix files of other levels and look at the .w3d file that says mp\_\*\*\*\*\*

PS- Try replacing the mp\_city with nuke\_cloud which makes a flyable nuclear mushroom cloud.

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