
Subject: MOD PROBLEM.

Posted by [Commando Burton](#) on Sat, 01 Dec 2007 21:14:33 GMT

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I can't get this mod the way I want it here

```
.***** 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 finished ) 1= LOOP
```

```
.***** CNC MODE: NOD AIRSTRIP DROPOFF *****  
;
```

```
-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", ""
```

```
.***** Trajectory Transport  
;
```

```
-201 Create_Object, 4, "XG_HDB_TTraj", 0, 0, 0, 0
```

```
-201 Play_Animation, 4, "XG_HDB_TTraj.XG_HDB_TTraj", 4
```

```
-565 destroy_object, 4
```

```
.***** Transport  
;
```

```
-201 Create_Real_Object, 5, "NOD_Transport_Helicopter", 4, "BN_Trajectory"
```

```
-201 Attach_Script, 5, "M00_Damage_Modifier_DME", "0,1,1,0,0"
```

```
-250 Attach_Script, 5, "M00_No_Falling_Damage_DME", ""
```

```
-250 Attach_Script, 5, "M01_Hunt_The_Player_JDG", ""
```

```
-250 Attach_Script, 5, "M06_Thunder_Unit", ""
```

```
-201 Attach_to_Bone, 5,4,"BN_Trajectory"
```

```
-201 Play_Animation, 5, "v_GDI_trnspt.v_GDI_trnspt",4
```

```
-565 destroy_object, 5
```

; ***** Trajectory Humvee

-201 Create_Object, 6, "XG_HDB_HTraj", 0, 0, 0, 0
-201 Play_Animation, 6, "XG_HDB_HTraj.XG_HDB_HTraj", 4
-565 destroy_object, 6

; ***** Humvee

-201 Create_Real_Object, 7, "CNC_GDI_Humm-Vee", 6, "BN_Trajectory"
-201 Attach_Script, 7, "M00_Damage_Modifier_DME", "0,1,1,0,0"
-201 Attach_Script, 7, "M01_Hunt_The_Player_JDG", ""
-201 Attach_to_Bone, 7,6,"BN_Trajectory"
-348 Attach_to_Bone, 7,-4,"BN_Trajectory"
-348 Attach_Script, 7, "M01_Medium_Tank_JDG", ""

; ***** Harness

-201 Create_Object, 8, "XG_HDB_Harness", 0, 0, 0, 0
-201 Play_Animation, 8, "XG_HDB_Harness.XG_HDB_Harness", 0
-565 destroy_object, 8

All I want now is that no one can get in this hummve, thats what I need help on.
