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Subject: Re: MOD PROBLEM.

Posted by [Ethenal](#) on Sat, 01 Dec 2007 21:16:54 GMT

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Commando Burton wrote on Sat, 01 December 2007 15:14I 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

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; ***** 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

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

Removing the bolded lines should work, though I'm not positive... just try it.