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Subject: Re: WHERE is that Sea Shore Canon mod?  
Posted by [Sn1per74\\*](#) on Wed, 05 Dec 2007 01:38:29 GMT  
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```
-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", ""  
  
-300 Create_Real_Object, 4, "CnC_Gdi_Orca"  
-330 Attach_Script, 4, "M00_Disable_Physical_Collision_JDG"  
  
-330 Create_Real_Object, 5, "Big_Gun_Phlat"  
-330 Attach_Script, 5, "M05_Nod_Gun_Emplacement"  
-331 Attach_To_Bone, 5, 4, "muzzlea0"
```

Put that in notepad, name it cnc\_c130drop.txt and put it in your renegade data folder. Start up a server, make a NOD vehicle and it will be on the airstrip.

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