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Subject: Drop Script Help

Posted by [General Havoc](#) on Fri, 08 Aug 2003 13:25:37 GMT

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1. Not if your not making a mod package or MIX file. Yes if you are because you need to change the soldier presets.
2. Doesn't exist, you would need to make a preset with the character.
3. Attach "GTH\_Drop\_Object\_On\_Death" to the soldier and then specify what you want dropped. The parameters are for the script are Probability=0-100 Object=Preset\_Name Drop Height=0.75
4. You need to change the animation of the C130 or use a different animation. You need to ask someone who knows text cinematics better than me.
5. It means frame number. 60 would be one second if the game is running at 60fps. Frames with a "-" in front of them happen before the animation starts playing.
6. You can't control the location but you can control how far apart by putting the drops in closer intervals. Meaning drop at frame 10 then frame 15 would be closer than dropping at frame 10 then at 30.

I would HIGHLY recommend you reading Dante's tutorial on my website, it will help you understand the things about the different frames and scripting.

[http://www.renhelp.co.uk/Tutorials/TUT\\_Cinematics](http://www.renhelp.co.uk/Tutorials/TUT_Cinematics) also you can find a lot of useful preset listing on my site at [http://www.renhelp.co.uk/Tutorials/TUT\\_Preset](http://www.renhelp.co.uk/Tutorials/TUT_Preset)

\_General Havoc

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