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Subject: Drop Script Help

Posted by [Ferhago](#) on Sat, 09 Aug 2003 04:44:47 GMT

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Those are just cinematic scripts tuts. They didnt help me much.

Anyway I have some more questions.

1. How do you make single player enemy weapons appear? I saw someone drop the anti repair gun and the mendoza fireball launcher. They could be picked up and would not freeze the game. They could be used.

2. Whats the animation I should use to get the plane to just fly overhead and drop its cargo?

3. How am I supposed to know the xyz coordinates of the place I want the bot to drop?

4. The time interval things. When the stated time elapses sometimes my bots just fall out of the back of the plane as soon as the plane is created. This means it is stuck in the air way off the airstrip

5 (off topic) I want to try my hand at making maps. What will I need and where can I find some good tutorials

6. What do the numbers in between all the lines mean?

Example: -150 Attach\_Script, 8, "M08\_Enable\_Stealth"

EDIT: I couldnt find a SINGLE animation that worked. Or at least I couldnt get to work

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