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Subject: My vehicle bots will explode

Posted by [Ferhago](#) on Mon, 08 Sep 2003 19:37:24 GMT

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This is what im using.

```
;=====scripting for unmodified cargo plane DO NOT MODIFY=====
```

```
-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, 9, "CnC_nod_apache"  
-320 Attach_script, 9, "m00_disable_Physical_Collision_JDG"  
-300 Attach_script, 9, "M00_damage_modifier_dme", "0,1,1,0,0"  
-300 Create_Real_Object, 11, "CnC_nod_apache"  
-300 Attach_To_Bone, 11, 9, "Wheelp01"  
-320 Destroy_Object, 11
```

```
-1000 Create_Real_Object, 12, "Nod_Light_Tank", 9  
-1000 Attach_script, 12, "M01_Hunt_The_Player_JDG"  
-1000 Attach_script, 12, "M00_Disable_Transition"  
-1000 Attach_script, 12, "M05_Nod_Gun_Emplacement"
```

```
-1100 Create_Real_Object, 13, "Nod_Light_Tank", 9  
-1100 Attach_script, 13, "M01_Hunt_The_Player_JDG"  
-1100 Attach_script, 13, "M00_Disable_Transition"  
-1100 Attach_script, 13, "M05_Nod_Gun_Emplacement"
```

```
-1200 Create_Real_Object, 12, "Nod_Light_Tank", 9  
-1200 Attach_script, 14, "M01_Hunt_The_Player_JDG"  
-1200 Attach_script, 14, "M00_Disable_Transition"  
-1200 Attach_script, 14, "M05_Nod_Gun_Emplacement"
```

```
-1300 Create_Real_Object, 15, "Nod_Light_Tank", 9  
-1300 Attach_script, 15, "M01_Hunt_The_Player_JDG"  
-1300 Attach_script, 15, "M00_Disable_Transition"  
-1300 Attach_script, 15, "M05_Nod_Gun_Emplacement"
```

It works great except they explode after some time. And just change light tank to another vehicle for the other scripts. I use the SP versions cause I find that their AI is better when I do

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