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Subject: My vehicle bots will explode

Posted by [kawolsky](#) on Wed, 10 Sep 2003 18:55:11 GMT

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I like this mod :

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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, 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"
-320 Destroy_Object, 11

-800 Create_Real_Object, 12, "CnC_Nod_Light_Tank", 9
-800 Attach_script, 12, "M01_Hunt_The_Player_JDG"
-800 Attach_script, 12, "M05_Nod_Gun_Emplacement_JDG"
-800 Attach_script, 12, "M00_No_Falling_Damage_DME"

-830 Create_Real_Object, 12, "CnC_Nod_Flame_Tank", 9
-830 Attach_script, 12, "M01_Hunt_The_Player_JDG"
-830 Attach_script, 12, "M00_No_Falling_Damage_DME"

-860 Create_Real_Object, 12, "CnC_Nod_Mobile_Artillery", 9
-860 Attach_script, 12, "M01_Hunt_The_Player_JDG"
-860 Attach_script, 12, "M00_No_Falling_Damage_DME"

-900 Create_Real_Object, 12, "CnC_Nod_Stealth_Tank", 9
-900 Attach_script, 12, "M01_Hunt_The_Player_JDG"
-900 Attach_script, 12, "M00_No_Falling_Damage_DME"

-930 Create_Real_Object, 12, "CnC_Nod_Buggy", 9
-930 Attach_script, 12, "M01_Hunt_The_Player_JDG"
-930 Attach_script, 12, "M00_No_Falling_Damage_DME"
```

I made it, it spawns an apache then uses the apache to spawn some tanks.

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