Subject: Just wonderin
Posted by npsmith82 on Fri, 03 Oct 2003 19:33:06 GMT
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You can see a larger screenshot here:
http://www.spliff.wideboys.co.uk/files/pictures/orca100.jpg

Quote:or...maybe just did it in Leveldit
Much easyser:D
Trust me mate, i didn't.
This took me nearly 2 hours to do and i'm not having someone pass it off as an easy level edit job!

Kawolsky is correct, it's a cnc_c130drop.txt mod.

About 6 months ago when WOL was offline i had nothing better to do so i ended up messing around in a 1 player LAN game.

If you wanna try it yourself, just save the following text as a file called cnc_c130drop.txt, and place it in your Renegade\Data directory.
Quote:
; *************************** Nod Side C130 Path *********************************

-1 Create_Object, 8, "V_NOD_cargop_sm"
-1 Play_Animation, 8, "V_NOD_cargop_sm.M_cargo-drop_sm", 0
-1 Play_Audio, "C130_IDLE_02", 8, "Cargo"
-360 Destroy_Object, 8
-1 Attach_To_Bone, 3, 8, "Cargo"
-180 Attach_To_Bone, 3, -8, "Cargo"

; ***
;
;
; Maps that work with this:
; C&C_Complex
;   C&C_Canyon
;   C&C_HourGlass
;   C&C_City
;   C&C_City_Flying
;   C&C_Field
;   C&C_Islands
;   C&C_Mesa
;   C&C_Under
;   C&C_Volcano
;   C&C_Walls
;   C&C_Walls_Flying
;   C&C_Dual_Death
;   C&C_Mountain
;   C&C_Eglin_AFB

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;    C&C_CoverOfNight v1.2
;    C&C_Country_Meadow (PKG)
;    C&C_Afganistan (PKG)
;    C&C_HangOver (PKG)
;
; This does not work with:
; C&C_Hangmans_Canyon
;    C&C_Urban_Rush
;    C&C_Caverns
;    C&C_Metro
;    C&C_Siege
;    C&C_River_Raid
;    C&C_Lunar_Landing
;    C&C_SunFusion

-580 Create_Real_Object, 9, "CnC_GDI_Transport"
-600  Create_Real_Object,  10,  "CnC_GDI_Orca"
-620 Destroy_Object,  9

-880 Create_Real_Object, 9, "CnC_GDI_Transport"
-900  Create_Real_Object,  10,  "CnC_GDI_Orca"
-920 Destroy_Object,  9

-1180 Create_Real_Object, 9, "CnC_GDI_Transport"
-1200  Create_Real_Object,  10,  "CnC_GDI_Orca"
-1220 Destroy_Object,  9

-1480 Create_Real_Object, 9, "CnC_GDI_Transport"
-1500  Create_Real_Object,  10,  "CnC_GDI_Orca"
-1520 Destroy_Object,  9

-1780 Create_Real_Object, 9, "CnC_GDI_Transport"
-1800  Create_Real_Object,  10,  "CnC_GDI_Orca"
-1820 Destroy_Object,  9
```

10 seconds after the aircraft carrier (C-130) passes, this sequence will begin...

A transport helicopter is spawned before the orca to stop said orca from bouncing into the air - making it unreachable.

Shortly after the Transport is made, the orca is made, then the transport is removed.

This happens every 5 seconds, spawning a total of 5 orca's per vehicle drop.

After buying your 8th vehicle, just destroy the Nod harvester to initiate another delivery. Repeat until necessary.

Hope you have fun, enjoy.