
Subject: Drop animations from Scripts.dll

Posted by [gibberish](#) on Fri, 05 Mar 2004 20:00:40 GMT

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From Scripts.dll:

I can make vehicles just appear by doing a create_object, but is there any way to trigger the animation either for Nod or for GDI so that the vehicle is dropped or drives out of the WF?

I suspect I can fake the nod one by creating all the objects and attaching the relevant scripts from the C130 drop mods, however I hope there is an easier way additionally I don't have any idea how to do the GDI WF one.
