
Subject: Drop animations from Scripts.dll

Posted by [gibberish](#) on Tue, 09 Mar 2004 04:45:05 GMT

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Cpo64

When I made the vehicle drop of for GDI on Gateshead, I simply cloned the airstrip, changed some settings, and a couple of other things I don't recall.

Thats interesting, that means there must be a hook somewhere that can be changed.

Cpo64

So you want to trigger vehicle creation at a time other then purchase?

Yes

Cpo64

If this is the case, which method will you be using to trigger it?

There are several ways that they could be triggered, for example:

- On a timer Every 5 minutes a unit is spawned.
- When an enemy gets close to your base.
- When a player finds a pickup.

The problem is not how they are triggered but how to make it look "Normal" rather than the vehicle just magically appearing out of thin air.

Additionally I don't like the thin air solution, because sometimes vehicles are spawned inside other vehicles, when this happens neither vehicle can be moved.
