Subject: Tiberian Sun Dropship Orca Transport.
Posted by Viking on Sat, 15 Oct 2005 22:29:36 GMT
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Has anyone found a way to make them work yet? Well besides the "Carryall=Yes" tag that way sucks and I refuse to use it.

If you got close to making it work post what you did.

Subject: Re: Tiberian Sun Dropship Orca Transport.
Posted by Kamuix on Sun, 16 Oct 2005 02:40:38 GMT
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Are you talking about a script in Renegade or something.

or something that actually in Tiberian sun?...Final sun?

Subject: Re: Tiberian Sun Dropship Orca Transport.
Posted by Viking on Sun, 16 Oct 2005 03:39:43 GMT
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The Dropship is a hidden unit in Tiberian Sun.

Subject: Re: Tiberian Sun Dropship Orca Transport.
Posted by Oblivion165 on Sun, 16 Oct 2005 04:20:22 GMT
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Wrong Forum

Subject: Re: Tiberian Sun Dropship Orca Transport.
Posted by Kamuix on Sun, 16 Oct 2005 06:24:40 GMT
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Use Tibed to change the settings on that to get it to land and takem off properly.

Subject: Re: Tiberian Sun Dropship Orca Transport.
Posted by Chronojam on Sun, 16 Oct 2005 08:14:03 GMT
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You're an idiot if you think tiberian fiends, Umagons, dropships, orca transports, Slavick, Oxanna,

etc. are hidden units. And you realize that you're posting this here, right?

Subject: Re: Tiberian Sun Dropship Orca Transport.
Posted by Sir Phoenixx on Sun, 16 Oct 2005 12:19:42 GMT
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To get the Dropship working requires the unit loading menu to function, and to have the Dropship actually deliver the units. The unit loading menu is supposed to popup before a game, you choose the amount of units and types from a list depending on the amount of credits available, the Dropship then is supposed to deliver these units at certain times during the game.

Subject: Re: Tiberian Sun Dropship Orca Transport.
Posted by Mad Ivan on Sun, 16 Oct 2005 14:59:55 GMT
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you missed "at a specified location".
And it can only be done on single player missions.
I think DeeZire modified the first GDI Mission to make dropship loadouts possible.

Subject: Re: Tiberian Sun Dropship Orca Transport.
Posted by Viking on Mon, 17 Oct 2005 00:11:33 GMT
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Sir Phoenixx wrote on Sun, 16 October 2005 07:19To get the Dropship working requires the unit loading menu to function, and to have the Dropship actually deliver the units. The unit loading menu is supposed to popup before a game, you choose the amount of units and types from a list depending on the amount of credits available, the Dropship then is supposed to deliver these units at certain times during the game.

That is not what I am trying to do, I am talking about building one on a helipad if you tell it to move it trys to land and than dose the retarted pilot thing. It keeps going up and down and going everywhere but will not land.

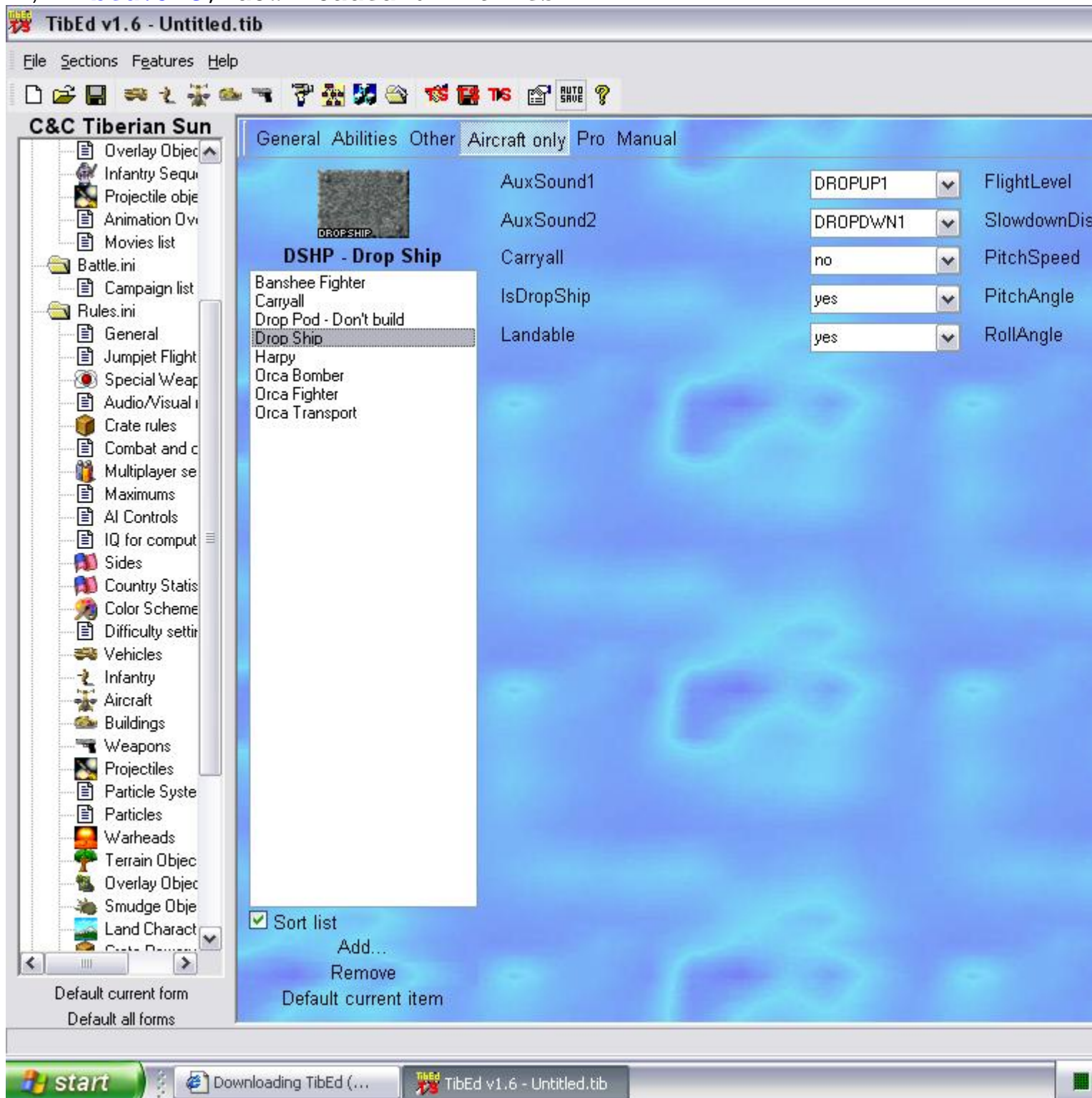Although if you put a hover MRLS nearb it, it lands on the MRLS?

Subject: Re: Tiberian Sun Dropship Orca Transport.
Posted by Kamuix on Mon, 17 Oct 2005 02:47:10 GMT
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Hmmmmm. I think if you turn "is dropship" Off, It might work.

Subject: Re: Tiberian Sun Dropship Orca Transport.
Posted by Viking on Mon, 17 Oct 2005 03:37:50 GMT

No, it is somthing else. The Orca Transport dosent have that tag and it dose it to. Also doing that would make it unable to haul vhicles.

Subject: Re: Tiberian Sun Dropship Orca Transport.
Posted by Kamuix on Tue, 18 Oct 2005 14:31:12 GMT

Try giving it a dock structure. Like the helipad. I remember awhile ago when i was modding with Tibsun and i made the dropship drop bombs. And i set it to the Helipad.

Subject: Re: Tiberian Sun Dropship Orca Transport.
Posted by Viking on Fri, 21 Oct 2005 03:56:53 GMT

It has ben concluded thaat the only way to get it to work is editing sun.exe with a hex edator.

I have a hex edator but I look at all the squares and funkey letters and am thinkin, "WTF?"

So where can I get a tutorial on hex editing?

Subject: Re: Tiberian Sun Dropship Orca Transport.
Posted by Kamuix on Fri, 11 Aug 2006 07:51:43 GMT

idjit626 wrote on Thu, 20 October 2005 23:56It has ben concluded thaat the only way to get it to work is editing sun.exe with a hex edator.

I have a hex edator but I look at all the squares and funkey letters and am thinkin, "WTF?"

So where can I get a tutorial on hex editing?

Lol no, those settings are not even in the Exe file, I used Tibed but you can just use XCCmixer to extract the ini files and edit them right from there.