
Subject: cnc_c130drop.txt

Posted by [Black Hand](#) on Thu, 14 Jun 2007 12:50:27 GMT

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Hello,

I wanted to ask if there is no equivalent of the cnc_c130drop file for the GDI War Factory? I mean if it's possible to edit the Nod Airstrip drop off, it must be possible to edit the GDI War Factory production as well.

I'm asking this because I want the War Factory to produce AI controlled tanks instead of the harvester in multiplayer maps.

Thanks

Subject: Re: cnc_c130drop.txt

Posted by [Sn1per74*](#) on Thu, 14 Jun 2007 13:45:42 GMT

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There is no text document to edit the things that come out of the weapons factory. But if you really wanted something over at GDI base you can make a cargo plane drop it off at their base. I have the script to drop something at the GDI base for ISLANDS ONLY. If you want bots, edit the bottom part, which is the drop to gdi base.

```
-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, 6, "CnC_Nod_Apache"  
  
-1 Create_Object, 24, "X3_a10_strk1", 0, 0, 0, 0  
-1 Play_Animation, 24, "X3_a10_strk1.X3_a10_strk1", 1  
-1000 Destroy_Object, 24  
  
-1 Create_Object, 25, "v_nod_cplane"  
-1 Attach_To_Bone, 25, 24, "BN_a-10_000"  
-600 Destroy_Object, 25  
  
-163 Create_Real_Object, 26, "SignalFlare_Gold_Phys3", 25, "Prop04"  
-1000 Destroy_Object, 26
```

-400 Create_Real_Object, 4, "Nod_ssm_launcher_player", 26,

This will make an apache at nod base and a SSM launcher at GDI base. I made this a while back when I was into drop modding. Thanks to HTMLgod for giving me the script to drop stuff off in GDI base on Islands.

Subject: Re: cnc_c130drop.txt
Posted by [Black Hand](#) on Thu, 14 Jun 2007 19:36:59 GMT
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Thank you very much, by the way I tried it on several maps like C&C Under, C&C City etc... and it worked on them as well

I modified it a bit:

-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
-200 Destroy_Object, 3

-1 Create_Real_Object, 5, "Nod_Buggy", 3, ""
-1 Attach_To_Bone, 5, 1, "Cargo"
-180 Attach_To_Bone, 5, -1, "Cargo"
-1 Attach_Script, 5, "M00_No_Falling_Damage_DME", ""
-1 Attach_Script, 5, "M01_Hunt_The_Player_JDG", ""
-1 Attach_Script, 5, "M05_Nod_Gun_Emplacement",

-201 Create_Object, 4, "XG_TransprtBone", 0, 0, 0, 0
-201 Play_Animation, 4, "XG_TransprtBone.XG_HD_TTraj", 4
-1500 destroy_object, 4

.***** Transport

-201 Create_Real_Object, 5, "NOD_Transport_Helicopter", 1, "BN_Trajectory"
-201 Attach_Script, 5, "M02_PLAYER_VEHICLE", ""
-201 Attach_to_Bone, 5,4,"BN_Trajectory"
-201 Play_Animation, 5, "v_GDI_trnspt.XG_HD_Transport",4
-201 Play_Animation, 5, "v_GDI_trnspt.v_GDI_trnspt",1
-900 destroy_object, 5

.***** Apache

-305 Create_Real_Object, 9, "NOD_minigunner_1off", 5, "BN_Trajectory"
-305 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""

-305 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
 -305 Play_Animation, 9, "H_A_X5D_ParaT_1", 0

-310 Create_Real_Object, 9, "NOD_rocketsoldier_0", 5, "BN_Trajectory"
 -310 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
 -310 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
 -310 Play_Animation, 9, "H_A_X5D_ParaT_1", 0

-315 Create_Real_Object, 9, "NOD_FlameThrower_1Off", 5, "BN_Trajectory"
 -315 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
 -315 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
 -315 Play_Animation, 9, "H_A_X5D_ParaT_1", 0

-320 Create_Real_Object, 9, "NOD_minigunner_0", 5, "BN_Trajectory"
 -320 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
 -320 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
 -320 Play_Animation, 9, "H_A_X5D_ParaT_1", 0

-325 Create_Real_Object, 9, "NOD_minigunner_0", 5, "BN_Trajectory"
 -325 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
 -325 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
 -325 Play_Animation, 9, "H_A_X5D_ParaT_1", 0

-330 Create_Real_Object, 9, "NOD_minigunner_0", 5, "BN_Trajectory"
 -330 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""
 -330 Attach_Script, 9, "M00_No_Falling_Damage_DME", ""
 -330 Play_Animation, 9, "H_A_X5D_ParaT_1", 0

-1 Create_Object, 24, "X3_a10_strk1", 0, 0, 0, 0
 -1 Play_Animation, 24, "X3_a10_strk1.X3_a10_strk1", 1
 -1000 Destroy_Object, 24

-1 Create_Object, 25, "v_nod_cplane"
 -1 Attach_To_Bone, 25, 24, "BN_a-10_000"
 -600 Destroy_Object, 25

-163 Create_Real_Object, 26, "SignalFlare_Gold_Phys3", 25, "Prop04"
 -1000 Destroy_Object, 26

-400 Create_Real_Object, 6, "GDI_minigunner_1off", 26,
 -400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
 -400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
 -400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_rocketsoldier_0", 26,
 -400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""

-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_rocketsoldier_0", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

Everything works very well, except the last part of the script concerning the GDI bot dropp off. All the GDI units drop on the same place and are unable to move, could you help me to resolve that problem please?

Thanks in advance

Subject: Re: cnc_c130drop.txt
Posted by [BlueThen](#) on Thu, 14 Jun 2007 19:44:50 GMT
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-400 Create_Real_Object, 6, "GDI_minigunner_1off", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_rocketsoldier_0", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_rocketsoldier_0", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""

-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-400 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

should be

-400 Create_Real_Object, 6, "GDI_minigunner_1off", 26,
-400 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-400 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-400 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-500 Create_Real_Object, 6, "GDI_rocketsoldier_0", 26,
-500 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-500 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-500 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-600 Create_Real_Object, 6, "GDI_rocketsoldier_0", 26,
-600 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-600 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-600 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-700 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-700 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-700 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-700 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-800 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-800 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""
-800 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-800 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

-900 Create_Real_Object, 6, "GDI_minigunner_0", 26,
-900 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""

-900 Attach_Script, 6, "M00_No_Falling_Damage_DME", ""
-900 Play_Animation, 6, "H_A_X5D_ParaT_1", 0

? Idk. It's a guess.

You can make the numbers (th 400, 500, etc) smaller like 400, 420, 440 I suppose... I'm only guessing that those are the delay between when they spawn.

Subject: Re: cnc_c130drop.txt
Posted by [Black Hand](#) on Thu, 14 Jun 2007 21:08:09 GMT
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Thanks for the idea, but I've already tried that before and it did not change anything They still spawn at the same time on the same place and are unable to move...

Subject: Re: cnc_c130drop.txt
Posted by [Black Hand](#) on Fri, 15 Jun 2007 18:49:48 GMT
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Does anyone know how this problem can be solved?

Thx

Subject: Re: cnc_c130drop.txt
Posted by [Sn1per74*](#) on Fri, 15 Jun 2007 19:21:03 GMT
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It's because all of the units are being spawned from the signal flare on the ground. They are all being spawned at the exact same point. Unless they move they will get stuck. First off, I suggest adding M05_nod_gun_emplacement to them. I always use that script to make them fire. Then, instead of spawning them on teh signal flare I would make them spawn on the cargo plane that flies over at DIFFERENT times. The -# determines the amount of time until they spawn. Seperate each bot by about 100 and spawn it from the cargo plane not the flare and they will fall from the plane giving them enough space so they won't get stuck.

Subject: Re: cnc_c130drop.txt
Posted by [Black Hand](#) on Sat, 16 Jun 2007 08:18:55 GMT
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It works, now they drop off as they should Thanks for your help friend, I appreciate that!

By the way, the M05_nod_gun_emplacement script is not needed for infantry bots (they are shooting even if u don't add that script), it's only necessary for vehicles.

Subject: Re: cnc_c130drop.txt
Posted by [Sn1per74*](#) on Sat, 16 Jun 2007 14:48:07 GMT
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YAY I finally helped somebody.
10 points for me.

Subject: Re: cnc_c130drop.txt
Posted by [Jerad2142](#) on Sat, 16 Jun 2007 16:57:21 GMT
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I remember those days when I use to mess around with the Renegade text cinematics, which eventually led to the simple movies I make for Renhalo. Like so:

```
; _____  
;  
;  
; Available Cinematic Script Commands  
;  
;  
; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation  
; id can be -1 to mean do not store this object, and do not destroy  
; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump"  
;  
;  
; time/frame Destroy_Object, id (slot)  
; 0 Destroy_Object, 0  
;  
;  
; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name  
; 0 Play_Animation, 0, "Human.Jump", false  
;  
;  
; time/frame Control_Camera, id ( slot )  
; use id -1 for disabling control;  
; note this will also disable star control and disbale the hud  
; 0 Control_Camera, 0  
;  
;  
; _____
```

```
.***** CHEAT SHEET *****  
;
```

```
;Start frame create_object slot number model x,y,z,facing animation name( model*hierarchy*.anim )  
;  
;Start frame Play_Animation slot number anim name ( model*hierarchy*.anim ) looping Sub  
Object
```

;Start frame Play_Audio wave filename slot number bone name
; * no slot # / bone name = 2D Audio
;0= NO LOOP (kills object when finished) 1= LOOP
;Start_Frame sniper_control 0=off, 1=on 0-1.0 for zoom amount

; 300 = 10 seconds

***** Level 8b movie end S.O. *****

; ***** camera and music control system

-1 Create_Object, 0, "level8bcamera2", 0, 0, 0, 0,
-1 Play_Animation, 0, "level8bcamera2.level8bcamera2", 0
-1 Attach_Script, 0, "JFW_Stop_Background_Music_On_Custom", "299"
-1 Attach_Script, 0, "JFW_Set_Background_Music_On_Custom", "199,13Music.mp3"
-1 Attach_Script, 0, "JFW_Timer_Custom", "0.00,345,0,100334,299,1"
-900 Attach_Script, 0, "JFW_Timer_Custom", "0.00,345,0,100334,199,1"
-1 Control_Camera, 0
-2080 Control_Camera, -1
-2100 destroy_object, 0

; ***** Cinematic Screen Effects *****

-1 Enable_Letterbox, 1, 1
-1 Set_Screen_Fade_Color, 0,0,0,0
-1 Set_Screen_Fade_Opacity, 1,0
-1 Set_Screen_Fade_Opacity, 0,2
-2025 Set_Screen_Fade_Color, 0,0,0,0
-2025 Set_Screen_Fade_Opacity, 1,1
-2080 Set_Screen_Fade_Opacity, 0,0
-2025 Enable_Letterbox, 0, 1

; ***** Screen Flash Green then fade out *****

-800 Set_Screen_Fade_Color, 0,1,0,0
-800 Set_Screen_Fade_Opacity, 1.00
-900 Set_Screen_Fade_Opacity, 1.00
-901 Set_Screen_Fade_Opacity, 0.99
-902 Set_Screen_Fade_Opacity, 0.98
-903 Set_Screen_Fade_Opacity, 0.97
-904 Set_Screen_Fade_Opacity, 0.96
-905 Set_Screen_Fade_Opacity, 0.95
-906 Set_Screen_Fade_Opacity, 0.94
-907 Set_Screen_Fade_Opacity, 0.93
-908 Set_Screen_Fade_Opacity, 0.92
-909 Set_Screen_Fade_Opacity, 0.91
-910 Set_Screen_Fade_Opacity, 0.90
-911 Set_Screen_Fade_Opacity, 0.89
-912 Set_Screen_Fade_Opacity, 0.88
-913 Set_Screen_Fade_Opacity, 0.87

-914 Set_Screen_Fade_Opacity, 0.86
-915 Set_Screen_Fade_Opacity, 0.85
-916 Set_Screen_Fade_Opacity, 0.84
-917 Set_Screen_Fade_Opacity, 0.83
-918 Set_Screen_Fade_Opacity, 0.82
-919 Set_Screen_Fade_Opacity, 0.81
-920 Set_Screen_Fade_Opacity, 0.80
-921 Set_Screen_Fade_Opacity, 0.79
-922 Set_Screen_Fade_Opacity, 0.78
-923 Set_Screen_Fade_Opacity, 0.77
-924 Set_Screen_Fade_Opacity, 0.76
-925 Set_Screen_Fade_Opacity, 0.75
-926 Set_Screen_Fade_Opacity, 0.74
-927 Set_Screen_Fade_Opacity, 0.73
-928 Set_Screen_Fade_Opacity, 0.72
-929 Set_Screen_Fade_Opacity, 0.71
-930 Set_Screen_Fade_Opacity, 0.70
-931 Set_Screen_Fade_Opacity, 0.69
-932 Set_Screen_Fade_Opacity, 0.68
-933 Set_Screen_Fade_Opacity, 0.67
-934 Set_Screen_Fade_Opacity, 0.66
-935 Set_Screen_Fade_Opacity, 0.65
-936 Set_Screen_Fade_Opacity, 0.64
-937 Set_Screen_Fade_Opacity, 0.63
-938 Set_Screen_Fade_Opacity, 0.62
-939 Set_Screen_Fade_Opacity, 0.61
-940 Set_Screen_Fade_Opacity, 0.60
-941 Set_Screen_Fade_Opacity, 0.59
-942 Set_Screen_Fade_Opacity, 0.58
-943 Set_Screen_Fade_Opacity, 0.57
-944 Set_Screen_Fade_Opacity, 0.56
-945 Set_Screen_Fade_Opacity, 0.55
-946 Set_Screen_Fade_Opacity, 0.54
-947 Set_Screen_Fade_Opacity, 0.53
-948 Set_Screen_Fade_Opacity, 0.52
-949 Set_Screen_Fade_Opacity, 0.51
-950 Set_Screen_Fade_Opacity, 0.50
-951 Set_Screen_Fade_Opacity, 0.49
-952 Set_Screen_Fade_Opacity, 0.48
-953 Set_Screen_Fade_Opacity, 0.47
-954 Set_Screen_Fade_Opacity, 0.46
-955 Set_Screen_Fade_Opacity, 0.45
-956 Set_Screen_Fade_Opacity, 0.44
-957 Set_Screen_Fade_Opacity, 0.43
-958 Set_Screen_Fade_Opacity, 0.42
-959 Set_Screen_Fade_Opacity, 0.41
-960 Set_Screen_Fade_Opacity, 0.40
-961 Set_Screen_Fade_Opacity, 0.39

-962 Set_Screen_Fade_Opacity, 0.38
-963 Set_Screen_Fade_Opacity, 0.37
-964 Set_Screen_Fade_Opacity, 0.36
-965 Set_Screen_Fade_Opacity, 0.35
-966 Set_Screen_Fade_Opacity, 0.34
-967 Set_Screen_Fade_Opacity, 0.33
-968 Set_Screen_Fade_Opacity, 0.32
-969 Set_Screen_Fade_Opacity, 0.31
-970 Set_Screen_Fade_Opacity, 0.30
-971 Set_Screen_Fade_Opacity, 0.29
-972 Set_Screen_Fade_Opacity, 0.28
-973 Set_Screen_Fade_Opacity, 0.27
-974 Set_Screen_Fade_Opacity, 0.26
-975 Set_Screen_Fade_Opacity, 0.25
-976 Set_Screen_Fade_Opacity, 0.24
-977 Set_Screen_Fade_Opacity, 0.23
-978 Set_Screen_Fade_Opacity, 0.22
-979 Set_Screen_Fade_Opacity, 0.21
-980 Set_Screen_Fade_Opacity, 0.20
-981 Set_Screen_Fade_Opacity, 0.19
-982 Set_Screen_Fade_Opacity, 0.18
-983 Set_Screen_Fade_Opacity, 0.17
-984 Set_Screen_Fade_Opacity, 0.16
-985 Set_Screen_Fade_Opacity, 0.15
-986 Set_Screen_Fade_Opacity, 0.14
-987 Set_Screen_Fade_Opacity, 0.13
-988 Set_Screen_Fade_Opacity, 0.12
-989 Set_Screen_Fade_Opacity, 0.11
-990 Set_Screen_Fade_Opacity, 0.10
-991 Set_Screen_Fade_Opacity, 0.09
-992 Set_Screen_Fade_Opacity, 0.08
-993 Set_Screen_Fade_Opacity, 0.07
-994 Set_Screen_Fade_Opacity, 0.06
-995 Set_Screen_Fade_Opacity, 0.05
-996 Set_Screen_Fade_Opacity, 0.04
-997 Set_Screen_Fade_Opacity, 0.03
-998 Set_Screen_Fade_Opacity, 0.02
-999 Set_Screen_Fade_Opacity, 0.01
-1000 Set_Screen_Fade_Opacity, 0.00
-1000 Set_Screen_Fade_Color, 0,0,0,0

, ***** Fighting sounds *****
-800 Play_Audio, "FRGF", 0, "camera"
-805 Play_Audio, "FRGF", 0, "camera"
-808 Play_Audio, "FRGF", 0, "camera"
-812 Play_Audio, "FRGF", 0, "camera"
-813 Play_Audio, "FRGF", 0, "camera"
-813 Play_Audio, "FRGF", 0, "camera"

-820 Play_Audio, "FRGF", 0, "camera"
-825 Play_Audio, "FRGF", 0, "camera"
-815 Play_Audio, "FRGF", 0, "camera"
-830 Play_Audio, "FRGF", 0, "camera"
-835 Play_Audio, "FRGF", 0, "camera"
-828 Play_Audio, "FRGF", 0, "camera"
-822 Play_Audio, "FRGF", 0, "camera"
-848 Play_Audio, "FRGF", 0, "camera"
-850 Play_Audio, "FRGF", 0, "camera"
-845 Play_Audio, "FRGF", 0, "camera"
-854 Play_Audio, "FRGF", 0, "camera"
-868 Play_Audio, "FRGF", 0, "camera"
-872 Play_Audio, "FRGF", 0, "camera"
-880 Play_Audio, "FRGF", 0, "camera"
-886 Play_Audio, "FRGF", 0, "camera"
-842 Play_Audio, "FRGF", 0, "camera"
-835 Play_Audio, "FRGF", 0, "camera"
-891 Play_Audio, "FRGF", 0, "camera"
-868 Play_Audio, "FRGF", 0, "camera"
-846 Play_Audio, "FRGF", 0, "camera"
-837 Play_Audio, "FRGF", 0, "camera"
-800 Play_Audio, "Shot_Gun_Fire_Halo_Style", 0, "camera"
-820 Play_Audio, "Shot_Gun_Fire_Halo_Style", 0, "camera"
-865 Play_Audio, "Shot_Gun_Fire_Halo_Style", 0, "camera"
-895 Play_Audio, "Shot_Gun_Fire_Halo_Style", 0, "camera"

. ***** Movie Speech *****
,

-50 Play_Audio, "Level_8b_Movie_6_Line_1", 0, "camera"
-50 Play_Audio, "Level_8b_Movie_6_Line_1_Text", 0, "camera"

-400 Play_Audio, "Level_8b_Movie_6_Line_2", 0, "camera"
-400 Play_Audio, "Level_8b_Movie_6_Line_2_Text", 0, "camera"
-400 Play_Audio, "Level_8b_Movie_6_Line_2_Text2", 0, "camera"

-250 Play_Audio, "Level_8b_Movie_6_Line_3", 0, "camera"
-250 Play_Audio, "Level_8b_Movie_6_Line_3_Text", 0, "camera"

-600 Play_Audio, "Level_8b_Movie_6_Line_4", 0, "camera"
-600 Play_Audio, "Level_8b_Movie_6_Line_4_Text", 0, "camera"

-700 Play_Audio, "Level_8b_Movie_6_Line_5", 0, "camera"
-700 Play_Audio, "Level_8b_Movie_6_Line_5_Text", 0, "camera"

-750 Play_Audio, "Level_8b_Movie_6_Line_6", 0, "camera"
-750 Play_Audio, "Level_8b_Movie_6_Line_6_Text", 0, "camera"

-770 Play_Audio, "Level_8b_Movie_6_Line_7", 0, "camera"
-770 Play_Audio, "Level_8b_Movie_6_Line_7_Text", 0, "camera"

-1360 Play_Audio, "Level_8b_Movie_6_Line_8_Text", 0, "camera"

-1720 Play_Audio, "Level_8b_Movie_6_Line_9_Text", 0, "camera"

. ***** Chief runs in *****
;
-1 Create_Real_Object, 24, "Halo_Black_Infantry_Movie", 0, "Person"
-1 Attach_to_Bone, 24, 0, "Person"
-200 destroy_object, 24
-1 Play_Animation, 24, "s_a_human.h_a_b0a1", 1

. ***** Chief dead body *****
;
-900 Create_Real_Object, 23, "Black_Dead_Male_4", 0, "Person"
-2080 destroy_object, 23

. ***** Grunts that move in on chief *****
;
-200 Create_Real_Object, 25, "Black_Grunt_Movie", 0, "Grunt01"
-200 Attach_to_Bone, 25, 0, "Grunt01"
-600 destroy_object, 25
-200 Play_Animation, 25, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 26, "Black_Grunt_Movie", 0, "Grunt02"
-200 Attach_to_Bone, 26, 0, "Grunt02"
-600 destroy_object, 26
-200 Play_Animation, 26, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 27, "Black_Grunt_Movie", 0, "Grunt03"
-200 Attach_to_Bone, 27, 0, "Grunt03"
-600 destroy_object, 27
-200 Play_Animation, 27, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 28, "Black_Grunt_Movie", 0, "Grunt04"
-200 Attach_to_Bone, 28, 0, "Grunt04"
-600 destroy_object, 28
-200 Play_Animation, 28, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 29, "Black_Grunt_Movie", 0, "Grunt05"
-200 Attach_to_Bone, 29, 0, "Grunt05"
-600 destroy_object, 29
-200 Play_Animation, 29, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 30, "Black_Grunt_Movie", 0, "Grunt06"
-200 Attach_to_Bone, 30, 0, "Grunt06"
-600 destroy_object, 30
-200 Play_Animation, 30, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 31, "Black_Grunt_Movie", 0, "Grunt07"
-200 Attach_to_Bone, 31, 0, "Grunt07"

```

-600 destroy_object, 31
-200 Play_Animation, 31, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 32, "Black_Grunt_Movie", 0, "Grunt08"
-200 Attach_to_Bone, 32, 0, "Grunt08"
-600 destroy_object, 32
-200 Play_Animation, 32, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 33, "Black_Grunt_Movie", 0, "Grunt09"
-200 Attach_to_Bone, 33, 0, "Grunt09"
-600 destroy_object, 33
-200 Play_Animation, 33, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 34, "Black_Grunt_Movie", 0, "Grunt10"
-200 Attach_to_Bone, 34, 0, "Grunt10"
-600 destroy_object, 34
-200 Play_Animation, 34, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 35, "Black_Grunt_Movie", 0, "Grunt11"
-200 Attach_to_Bone, 35, 0, "Grunt11"
-600 destroy_object, 35
-200 Play_Animation, 35, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 36, "Black_Grunt_Movie", 0, "Grunt12"
-200 Attach_to_Bone, 36, 0, "Grunt12"
-600 destroy_object, 36
-200 Play_Animation, 36, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 37, "Black_Grunt_Movie", 0, "Grunt13"
-200 Attach_to_Bone, 37, 0, "Grunt13"
-600 destroy_object, 37
-200 Play_Animation, 37, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 38, "Black_Grunt_Movie", 0, "Grunt14"
-200 Attach_to_Bone, 38, 0, "Grunt14"
-600 destroy_object, 38
-200 Play_Animation, 38, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 39, "Black_Grunt_Movie", 0, "Grunt15"
-200 Attach_to_Bone, 39, 0, "Grunt15"
-600 destroy_object, 39
-200 Play_Animation, 39, "s_a_human.h_a_b0a1", 1

; ***** Cheif stops *****
-200 Create_Real_Object, 22, "Halo_Black_Infantry_Movie", 0, "Person"
-200 Attach_to_Bone, 22, 0, "Person"
-800 destroy_object, 22

```

```
. ***** Grunts that hold still *****  
;  
-600 Create_Real_Object, 2, "Black_Grunt_Movie", 0, "Grunt01"  
-600 Attach_to_Bone, 2, 0, "Grunt01"  
-800 destroy_object, 2  
  
-600 Create_Real_Object, 3, "Black_Grunt_Movie", 0, "Grunt02"  
-600 Attach_to_Bone, 3, 0, "Grunt02"  
-800 destroy_object, 3  
  
-600 Create_Real_Object, 4, "Black_Grunt_Movie", 0, "Grunt03"  
-600 Attach_to_Bone, 4, 0, "Grunt03"  
-800 destroy_object, 4  
  
-600 Create_Real_Object, 5, "Black_Grunt_Movie", 0, "Grunt04"  
-600 Attach_to_Bone, 5, 0, "Grunt04"  
-2080 destroy_object, 5  
  
-600 Create_Real_Object, 6, "Black_Grunt_Movie", 0, "Grunt05"  
-600 Attach_to_Bone, 6, 0, "Grunt05"  
-800 destroy_object, 6  
  
-600 Create_Real_Object, 7, "Black_Grunt_Movie", 0, "Grunt06"  
-600 Attach_to_Bone, 7, 0, "Grunt06"  
-900 destroy_object, 7  
  
-600 Create_Real_Object, 8, "Black_Grunt_Movie", 0, "Grunt07"  
-600 Attach_to_Bone, 8, 0, "Grunt07"  
-800 destroy_object, 8  
  
-600 Create_Real_Object, 9, "Black_Grunt_Movie", 0, "Grunt08"  
-600 Attach_to_Bone, 9, 0, "Grunt08"  
-900 destroy_object, 9  
  
-600 Create_Real_Object, 10, "Black_Grunt_Movie", 0, "Grunt09"  
-600 Attach_to_Bone, 10, 0, "Grunt09"  
-800 destroy_object, 10  
  
-600 Create_Real_Object, 11, "Black_Grunt_Movie", 0, "Grunt10"  
-600 Attach_to_Bone, 11, 0, "Grunt10"  
-2080 destroy_object, 11  
  
-600 Create_Real_Object, 12, "Black_Grunt_Movie", 0, "Grunt11"  
-600 Attach_to_Bone, 12, 0, "Grunt11"  
-900 destroy_object, 12  
  
-600 Create_Real_Object, 13, "Black_Grunt_Movie", 0, "Grunt12"  
-600 Attach_to_Bone, 13, 0, "Grunt12"  
-800 destroy_object, 13
```

-600 Create_Real_Object, 14, "Black_Grunt_Movie", 0, "Grunt13"
-600 Attach_to_Bone, 14, 0, "Grunt13"
-800 destroy_object, 14

-600 Create_Real_Object, 15, "Black_Grunt_Movie", 0, "Grunt14"
-600 Attach_to_Bone, 15, 0, "Grunt14"
-2080 destroy_object, 15

-600 Create_Real_Object, 16, "Black_Grunt_Movie", 0, "Grunt15"
-600 Attach_to_Bone, 16, 0, "Grunt15"
-800 destroy_object, 16

-200 Create_Real_Object, 17, "Black_Grunt_Movie", 0, "Grunt16"
-200 Attach_to_Bone, 17, 0, "Grunt16"
-900 destroy_object, 17

-200 Create_Real_Object, 18, "Black_Grunt_Movie", 0, "Grunt17"
-200 Attach_to_Bone, 18, 0, "Grunt17"
-2080 destroy_object, 18

-200 Create_Real_Object, 19, "Black_Grunt_Movie", 0, "Grunt18"
-200 Attach_to_Bone, 19, 0, "Grunt18"
-800 destroy_object, 19

-200 Create_Real_Object, 20, "Black_Grunt_Movie", 0, "Grunt19"
-200 Attach_to_Bone, 20, 0, "Grunt19"
-2080 destroy_object, 20

-200 Create_Real_Object, 21, "Black_Grunt_Movie", 0, "Grunt20"
-200 Attach_to_Bone, 21, 0, "Grunt20"
-800 destroy_object, 21

And its just that easy to make a 1 minute and 12 second movie

Subject: Re: cnc_c130drop.txt
Posted by [Black Hand](#) on Sun, 17 Jun 2007 09:30:16 GMT
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I have another question:

Does anyone know what script (other than "M01_Hunt_The_Player_JDG" and "M04_Hunter_JDG") could be used for vehicles to make them move and hunt down enemies?

And what script do I need to use to make spawn Visceroids after Tiberium related death? (like

they spawn in SP missions when u kill Nod Soldiers with the Chem weapon)

Thanks in advance

Subject: Re: cnc_c130drop.txt

Posted by [Jerad2142](#) on Sun, 17 Jun 2007 14:50:09 GMT

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To make vehicles hunt players use the script "JFW_Hunt_Blow_Up" create a fake explosion preset, and attach a base defense script to the vehicle (note: the vehicle will only shoot when not moving).

As for the visceroids, my scripts are the only scripts that currently allow visceroids to spawn only when shot by the chem weapons, with the same settings as in single player, wait for me to release them. If you don't die of old age you should be fine.

Subject: Re: cnc_c130drop.txt

Posted by [Black Hand](#) on Mon, 18 Jun 2007 10:09:24 GMT

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Cool thx, I'll try that script Yeah I'm always using "M05_Nod_Gun_Emplacement" to make vehicles shoot and I've realized that when you use the script "M01_Hunt_The_Player_JDG" they shoot while they move!

Looking forward for your scripts then, but I'm new to this, so where do you publish them?
