Subject: CNC_C130drop
Posted by Anonymous on Sat, 08 Feb 2003 22:59:00 GMT
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I have been looking at the C130 txt script used to drop off vehicles in C&C mode, trying to modify

figure out how it identifies how the game figures out which bone to attach the vehicle to the C130. The txt script for the GDI drop has an link between the helicopter and the specific vehicle being dropped, yet the C130 does not even mention the attached vehicle. I have been doing this by trial and editor and have become quite confused. Is there any existing txt that will do the job with no modification, or can any one help me with how to write one?

Subject: CNC_C130drop
Posted by Anonymous on Sat, 08 Feb 2003 23:08:00 GMT
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Cargo is the name of the bone AND Look for a different cargo drop off in Jungle Warfare!

Subject: CNC_C130drop
Posted by Anonymous on Sat, 08 Feb 2003 23:17:00 GMT
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True, but it does not attach the "package" to that bone, does Ren identify it by the name of the bone?

Subject: CNC_C130drop
Posted by Anonymous on Sun, 09 Feb 2003 09:12:00 GMT
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Hey, if you need any help, email me, I know exactly how to set it up   ZieglerDigital@hotmail.com

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Subject: CNC_C130drop
Posted by Anonymous on Sun, 09 Feb 2003 12:12:00 GMT
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Yeah, put a bone named Cargo in your model. That bone (Cargo) is what Renegade looks for and attaches the "package" to. I designed and implemented Ingrownlip's Chinook Dropoff system.

Subject: CNC_C130drop
Posted by Anonymous on Sun, 09 Feb 2003 12:13:00 GMT

Subject: CNC_C130drop
Posted by Anonymous on Sun, 09 Feb 2003 12:28:00 GMT
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K, thanks, I hoped it would be easer then this, i guess not.