
Subject: WHERE is that Sea Shore Canon mod?
Posted by [Commando Burton](#) on Sat, 07 Jul 2007 21:40:56 GMT
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Im wondering how to get the Sea Shore Canon mod can anyone help? This guy had one on his sever and i want it!!

Subject: Re: WHERE is that Sea Shore Canon mod?
Posted by [_SSnipe_](#) on Sat, 07 Jul 2007 22:11:15 GMT
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whats it do?

Subject: Re: WHERE is that Sea Shore Canon mod?
Posted by [Slave](#) on Sat, 07 Jul 2007 22:18:54 GMT
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I guess it spawns an oversized shore defense turret somewhere on the map. You know, the one from the singleplayer island level.

No clue where to get it, but it wouldn't be too hard to re-create. Find the preset in leveledit, and put it somewhere on a map.

Subject: Re: WHERE is that Sea Shore Canon mod?
Posted by [_SSnipe_](#) on Sat, 07 Jul 2007 22:21:31 GMT
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cant u just make a chat hook code with the preset and add the scripts to make the shore cannon work ?

Subject: Re: WHERE is that Sea Shore Canon mod?
Posted by [AoBfrost](#) on Sun, 08 Jul 2007 01:26:21 GMT
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That will work, but I dont think he wants it as a chathook, I think he wants it on the map prespawnd.

Subject: Re: WHERE is that Sea Shore Canon mod?
Posted by [Commando Burton](#) on Sun, 08 Jul 2007 02:59:53 GMT
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Well I just want the file or the name to spawn it at nod. The Sea Shore Canon is a turret in the mission with the sub.

Subject: Re: WHERE is that Sea Shore Canon mod?
Posted by [Genesis2001](#) on Sun, 08 Jul 2007 05:03:20 GMT
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You can try extracting the .w3d file out of the M03.mix file (I think that's the level where it was) and then you can import/add it into Leveledit.

-MathK1LL

Subject: Re: WHERE is that Sea Shore Canon mod?
Posted by [SWNight](#) on Sun, 08 Jul 2007 10:49:29 GMT
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Was it in my server (SWNight)? Because if it is, its a dropmod. Not already on the map.. Its on my site. www.renegadestuff.co.nr (Link to dropmod:
http://www.scatterwebs.com/renegade/cnc_c130drop.txt (right click & save as/ Save link as...)) To install, put the cnc_c130drop.txt into your renegade/data folder, and host a game, it will appear after the cargo on the nod airstrip. Just wait for it, you will be able to get in it, but if you get out of it, it will fall through the ground, it WILL shoot GDI Players, to make it stay where u want it, get another player to kill your apache inside it. And it will stay there.

OR

Was it the one where you buy a beacon and place that and it appears? Because I had to use a completely different method..

Subject: Re: WHERE is that Sea Shore Canon mod?
Posted by [jamiejrg](#) on Mon, 09 Jul 2007 04:03:00 GMT
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Is it part of the terrain or a preset?

Jamie

Subject: Re: WHERE is that Sea Shore Canon mod?
Posted by [SWNight](#) on Tue, 10 Jul 2007 15:53:01 GMT
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It's a preset.

Subject: Re: WHERE is that Sea Shore Canon mod?
Posted by [Commando Burton](#) on Tue, 04 Dec 2007 20:03:18 GMT
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How do you use becons? Is it like drop mods??

Subject: Re: WHERE is that Sea Shore Canon mod?
Posted by [The Elite Officer](#) on Wed, 05 Dec 2007 00:12:47 GMT
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jamiejrg wrote on Mon, 09 July 2007 00:03: Is it part of the terrain or a preset?

Jamie

It is a preset, it is in the preset tree under
"Object--->Vehicle--->Mounted--->Shore_Defense_Cannon[or M03_Cannon]"

Subject: Re: WHERE is that Sea Shore Canon mod?
Posted by [Sn1per74*](#) on Wed, 05 Dec 2007 01:38:29 GMT
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```
-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, 4, "CnC_Gdi_Orca"  
-330 Attach_Script, 4, "M00_Disable_Physical_Collision_JDG"  
  
-330 Create_Real_Object, 5, "Big_Gun_Phlat"  
-330 Attach_Script, 5, "M05_Nod_Gun_Emplacement"  
-331 Attach_To_Bone, 5, 4, "muzzlea0"
```

Put that in notepad, name it cnc_c130drop.txt and put it in your renegade data folder. Start up a server, make a NOD vehicle and it will be on the airstrip.
