
Subject: Drop Mods
Posted by [mr£ÄŞÄ-z](#) on Wed, 12 Sep 2007 05:00:47 GMT
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hey guys how can i change the hight of cargo plane? the cargo wich drops new things fly's normally but the tanks spawn in terrain and get stuck... (T_T)

Subject: Re: Drop Mods
Posted by [bisen11](#) on Wed, 12 Sep 2007 14:29:55 GMT
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If it's a map you're making then you can just move the car marker up higher. Not sure if you can do it with the cnc_c130drop text file. Although, I haven't edited one in a long time.

Subject: Re: Drop Mods
Posted by [SWNight](#) on Wed, 12 Sep 2007 15:23:42 GMT
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You can't do it with a dropmod.

Subject: Re: Drop Mods
Posted by [mr£ÄŞÄ-z](#) on Wed, 12 Sep 2007 15:32:51 GMT
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ok can i change the spawn hight of tanks? like cargo lands normal but tank spawns a bit higher?

Subject: Re: Drop Mods
Posted by [AoBfrost](#) on Wed, 12 Sep 2007 15:53:49 GMT
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If they spawn higher, they could possibly flip, but no I dont think you can, cnc_drop just edits the stuff the plane drops, and how it drops it (such as after every purchase)

Subject: Re: Drop Mods
Posted by [SWNight](#) on Wed, 12 Sep 2007 16:42:42 GMT
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MadRockz wrote on Wed, 12 September 2007 10:32ok can i change the spawn hight of tanks? like cargo lands normal but tank spawns a bit higher?

Simple answer:

No.

Subject: Re: Drop Mods

Posted by [Veyrdite](#) on Fri, 14 Sep 2007 07:07:35 GMT

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YES! just edit the height values in the c130_drop.txt

Subject: Re: Drop Mods

Posted by [mr£Ä\\$Ä-z](#) on Fri, 14 Sep 2007 15:40:36 GMT

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how? can u edit this:

```
; A helping Hand by bisen11
```

```
;  
; _____  
;  
; 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
;***** CNC MODE: NOD AIRSTRIP DROPOFF *****
```

```
-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_minigunner_2sf_chaingun", 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, "M06_Thunder_Unit", ""
```

```
-320 Create_Real_Object, 10, "POW_SniperRifle_Player"
-320 Create_Real_Object, 10, "POW_SniperRifle_Player"
-320 Create_Real_Object, 10, "POW_SniperRifle_Player"
-320 Create_Real_Object, 10, "POW_SniperRifle_Player"
-320 Create_Real_Object, 10, "POW_SniperRifle_Player"
-320 Create_Real_Object, 10, "POW_SniperRifle_Player"
-320 Create_Real_Object, 10, "POW_SniperRifle_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "POW_MineRemote_Player"
-320 Create_Real_Object, 10, "CnC_POW_IonCannonBeacon_Player"
-320 Create_Real_Object, 10, "CnC_POW_Nuclear_Missile_Beacon"
-320 Create_Real_Object, 10, "POW_MineProximity_Player"
-320 Create_Real_Object, 10, "POW_MineProximity_Player"
-320 Create_Real_Object, 10, "POW_MineProximity_Player"
-320 Create_Real_Object, 10, "POW_MineProximity_Player"
-320 Create_Real_Object, 10, "POW_MineProximity_Player"
-320 Create_Real_Object, 10, "POW_MineProximity_Player"
-320 Create_Real_Object, 10, "POW_MineProximity_Player"
-320 Create_Real_Object, 10, "POW_MineProximity_Player"
-320 Create_Real_Object, 10, "POW_MineProximity_Player"
-320 Create_Real_Object, 10, "POW_MineTimed_Player"
-320 Create_Real_Object, 10, "POW_MineTimed_Player"
-320 Create_Real_Object, 10, "POW_MineTimed_Player"
-320 Create_Real_Object, 10, "POW_MineTimed_Player"
-320 Create_Real_Object, 10, "POW_MineTimed_Player"
-320 Create_Real_Object, 10, "POW_MineTimed_Player"
-320 Create_Real_Object, 10, "POW_MineTimed_Player"
-320 Create_Real_Object, 10, "POW_MineTimed_Player"
```


-320 Create_Real_Object, 10, "POW_Pistol_Player"
-320 Create_Real_Object, 10, "POW_Pistol_Player"
-320 Create_Real_Object, 10, "POW_Pistol_Player"
-320 Create_Real_Object, 10, "POW_Pistol_Player"
-320 Create_Real_Object, 10, "POW_Pistol_Player"
-320 Create_Real_Object, 10, "POW_Pistol_Player"
-320 Create_Real_Object, 10, "POW_Pistol_Player"
-320 Create_Real_Object, 10, "POW_RailGun_Player"
-320 Create_Real_Object, 10, "POW_RailGun_Player"
-320 Create_Real_Object, 10, "POW_RailGun_Player"
-320 Create_Real_Object, 10, "POW_RailGun_Player"
-320 Create_Real_Object, 10, "POW_RailGun_Player"
-320 Create_Real_Object, 10, "POW_RailGun_Player"
-320 Create_Real_Object, 10, "POW_RailGun_Player"
-320 Create_Real_Object, 10, "POW_RamjetRifle_Player"
-320 Create_Real_Object, 10, "POW_RamjetRifle_Player"
-320 Create_Real_Object, 10, "POW_RamjetRifle_Player"
-320 Create_Real_Object, 10, "POW_RamjetRifle_Player"
-320 Create_Real_Object, 10, "POW_RamjetRifle_Player"
-320 Create_Real_Object, 10, "POW_RamjetRifle_Player"
-320 Create_Real_Object, 10, "POW_RamjetRifle_Player"
-320 Create_Real_Object, 10, "POW_RepairGun_Player"
-320 Create_Real_Object, 10, "POW_RocketLauncher_Player"
-320 Create_Real_Object, 10, "POW_RocketLauncher_Player"
-320 Create_Real_Object, 10, "POW_RocketLauncher_Player"
-320 Create_Real_Object, 10, "POW_RocketLauncher_Player"
-320 Create_Real_Object, 10, "POW_RocketLauncher_Player"
-320 Create_Real_Object, 10, "POW_RocketLauncher_Player"
-320 Create_Real_Object, 10, "POW_RocketLauncher_Player"
-320 Create_Real_Object, 10, "POW_Shotgun_Player"
-320 Create_Real_Object, 10, "POW_Shotgun_Player"
-320 Create_Real_Object, 10, "POW_Shotgun_Player"
-320 Create_Real_Object, 10, "POW_Shotgun_Player"
-320 Create_Real_Object, 10, "POW_Shotgun_Player"
-320 Create_Real_Object, 10, "POW_Shotgun_Player"
-320 Create_Real_Object, 10, "POW_Shotgun_Player"
-320 Create_Real_Object, 10, "POW_TiberiumAutoRifle_Player"
-320 Create_Real_Object, 10, "POW_TiberiumAutoRifle_Player"
-320 Create_Real_Object, 10, "POW_TiberiumAutoRifle_Player"
-320 Create_Real_Object, 10, "POW_TiberiumAutoRifle_Player"
-320 Create_Real_Object, 10, "POW_TiberiumAutoRifle_Player"
-320 Create_Real_Object, 10, "POW_TiberiumAutoRifle_Player"
-320 Create_Real_Object, 10, "POW_TiberiumAutoRifle_Player"
-320 Create_Real_Object, 10, "CnC_POW_TiberiumFlechetteRifle_Player"
-320 Create_Real_Object, 10, "CnC_POW_TiberiumFlechetteRifle_Player"
-320 Create_Real_Object, 10, "POW_TiberiumFlechetteRifle_Player"
-320 Create_Real_Object, 10, "POW_TiberiumFlechetteRifle_Player"
-320 Create_Real_Object, 10, "POW_TiberiumFlechetteRifle_Player"

-300 Create_Real_Object, 7, "POW_Medal_Armor"
-300 Create_Real_Object, 7, "POW_Medal_Armor"
