
Subject: cargo plane drop

Posted by [mr£ÄŞÄ-z](#) on Sun, 25 Nov 2007 16:24:53 GMT

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hey guys how can i make that a nodjet drops vehicles with a parachute on the airstrip?

Subject: Re: cargo plane drop

Posted by [mr£ÄŞÄ-z](#) on Sun, 25 Nov 2007 16:28:36 GMT

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Apache drops a parachute but without vehicle

Quote:;_____

```
;
; 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 finshed ) 1= LOOP
```

```
.***** LEVEL 5: Chinook Nod Troop Parachute drop *****
;
```

```
; ***** Path
-1 Create_Object, 2, "X5D_Chinookfly", 0, 0, 0, 0
-1 Play_Animation, 2, "X5D_Chinookfly.X5D_Chinookfly", 1
-280 Destroy_Object, 2
-1 Attach_To_Bone, 1, 2, "BN_chinook_1"

; ***** Nod C130
-1 Create_Real_Object, 1, "Nod_Apache_Flyover", 2, "BN_chinook_1"
-1 Play_Animation, 1, "v_Nod_cplane.v_Nod_cplane", 1
-1 Play_Animation, 1, "v_Nod_cplane.X5D_C130Anim", 1
-1 Attach_To_Bone, 1, 2, "BN_chinook_1"
-280 Destroy_Object, 1

; ***** Parachute_1
-169 Create_Object, 3, "X5D_Parachute", 0, 0, 0, 0
-169 Play_Animation, 3, "X5D_Parachute.X5D_ParaC_1", 1
-260 Destroy_Object, 3

; ***** Box 1
-145 Create_Object, 6, "X5D_Box01", 0, 0, 0, 0
-145 Play_Animation, 6, "X5D_Box01.X5D_Box01", 1
-260 Destroy_Object, 6

; ***** Attach the object
-1 Attach_To_Bone, 6, "X5D_Box01",

; ***** Drop the object off...
-180 Attach_To_Bone, 6, "X5D_Box01",
```

Subject: Re: cargo plane drop
Posted by [Ethenal](#) on Sun, 25 Nov 2007 16:59:51 GMT
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There's no vehicle to drop...

Subject: Re: cargo plane drop
Posted by [havoc9826](#) on Sun, 25 Nov 2007 17:21:01 GMT

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It doesn't use a parachute, but on C&C_Conquest_Winter, the cargo plane drops the vehicle onto the strip from midair. See if you can pull something out of that with Yrr's LevelRedit.

Subject: Re: cargo plane drop
Posted by [Sn1per74*](#) on Sun, 25 Nov 2007 17:49:18 GMT
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Try creating the object and attaching it to 6.

Subject: Re: cargo plane drop
Posted by [Jerad2142](#) on Tue, 27 Nov 2007 14:50:17 GMT
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You have to make a blank slot for it to attach the newly purchased vehicle to. By default it uses slot 3.

So Try this:

Class was canceled revising cinematic

If it doesn't work I will look at it after class, have to run, good luck.

Subject: Re: cargo plane drop
Posted by [Jerad2142](#) on Tue, 27 Nov 2007 15:32:03 GMT
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Ran out of editing time, well here is the code anyways:

```
;  
;  
;  
; 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 finshed ) 1= LOOP
```

```
.***** LEVEL 5: Chinook Nod Troop Parachute drop *****
```

```
. ***** Path
```

```
-1 Create_Object, 2, "X5D_Chinookfly", 0, 0, 0, 0
-1 Play_Animation, 2, "X5D_Chinookfly.X5D_Chinookfly", 1
-260 Destroy_Object, 2
-1 Attach_To_Bone, 1, 2, "BN_chinook_1"
```

```
. ***** Nod C130
```

```
-1 Create_Real_Object, 1, "Nod_Apache_Flyover", 2, "BN_chinook_1"
-1 Attach_Script, 1, "M00_Disable_Physical_Collision_JDG", ""
-1 Play_Animation, 1, "v_Nod_cplane.v_Nod_cplane", 1
-1 Play_Animation, 1, "v_Nod_cplane.X5D_C130Anim", 1
-1 Attach_To_Bone, 1, 2, "BN_chinook_1"
-280 Destroy_Object, 1
```

```
. ***** Parachute_1
```

```
-169 Create_Object, 4, "X5D_Parachute", 0, 0, 0, 0
-169 Play_Animation, 4, "X5D_Parachute.X5D_ParaC_1", 1
-260 Destroy_Object, 4
```

```
. ***** Box 1
```

```
-1 Create_Object, 6, "X5D_Box01", 0, 0, 0, 0
-145 Play_Animation, 6, "X5D_Box01.X5D_Box01", 1
-260 Destroy_Object, 6
```

```
. ***** Vehicle drop
```

```
-1 Attach_To_Bone, 3, 2, "BN_chinook_1"
```

-146 Attach_To_Bone, 3, 6, "Box01"
-259 Attach_To_Bone, 3, -1, "Box01"
