
Subject: Cables of the transport.

Posted by [PGPG](#) on Sun, 04 Apr 2010 14:47:20 GMT

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What is the preset name of the cables which hold a vehicle up when a transporter carries a vehicle??

I know it's somewhere here in there:

```
;***** Transport Helicopter Hummvee Drop *****
```

```
; ***** Trajectory Transport
```

```
-1 Create_Object, 1, "XG_TransprtBone", 0, 0, 0, 0  
-1 Play_Animation, 1, "XG_TransprtBone.XG_HD_TTraj", 1
```

```
; ***** Transport
```

```
-1 Create_Real_Object, 2, "CnC_Nod_Transport", 1, "BN_Trajectory"  
-1 Attach_Script, 2, "KAK_Prevent_Destruction_Until_Entered"  
-1 Set_Primary, 2  
-1 Attach_to_Bone, 2, 1, "BN_Trajectory"  
-1 Play_Animation, 2, "v_GDI_trnspt.XG_HD_Transport", 1  
-700 destroy_object, 2
```

```
; ***** Trajectory Nod_Light_Tank
```

```
-1 Create_Object, 3, "XG_HD_HTraj", 0, 0, 0, 0  
-1 Play_Animation, 3, "XG_HD_HTraj.XG_HD_HTraj", 1
```

```
; ***** Nod_Light_Tank
```

```
-1 Create_Real_Object, 4, "CnC_GDI_MRLS", 3, "BN_Trajectory"  
-1 Attach_Script, 4, "M02_Player_Vehicle", "0"  
-1 Attach_Script, 4, "KAK_Prevent_Destruction_Until_Entered"  
-1 Attach_to_Bone, 4, 3, "BN_Trajectory"  
-437 Attach_to_Bone, 4, -1, "BN_Trajectory"  
-437 Move_Slot, 7, 4
```

```
; ***** Harness
```

```
-1 Create_Object, 6, "XG_HD_Harness", 0, 0, 0, 0  
-1 Play_Animation, 6, "XG_HD_Harness.XG_HD_Harness", 0
```

```
;***** SigFlare
```

```
-1 Create_Real_Object, 8, "SignalFlare_Gold_Phys3"  
-437 Destroy_Object, 8
```

. ***** Primary Destroyed
,

1000000 Destroy_Object, 1
1000000 Destroy_Object, 2
1000000 Destroy_Object, 3
1000000 Destroy_Object, 4
1000000 Destroy_Object, 5
1000000 Destroy_Object, 6

This is a cinematic where a transport drops a tank.

I need this for my server so what's the preset name?

Subject: Re: Cables of the transport.
Posted by [jonwil](#) on Sun, 04 Apr 2010 22:09:38 GMT
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There is no preset.
There are just W3D files (such as XG_HD_Harness) which contain the ropes.
