Subject: boats
Posted by bloodlust on Thu, 17 Apr 2003 20:25:39 GMT
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is there any way to get them into the game and actully use them and a 10's

Subject: boats
Posted by Deafwasp on Thu, 17 Apr 2003 21:17:48 GMT
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no. give up now and do not come back.
I mean yes, but I dunno how.

Subject: yes
Posted by ohmybad on Thu, 17 Apr 2003 21:33:52 GMT
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Yes you can use a-10s and gunboats you have to attach them together(they are flying) useing this
script:

-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

-300 Create_Real_Object, 4, "CnC_Nod_Apache"
-300   Attach_Script,   4, "M00_Disable_Physical_Collision_JDG", ""

-331 Create_Real_Object, 5, "M01_GDI_Gunboat"
-331 attach_to_bone,   5, 4, "wheelp01

sorry but i cant find or remember what you use for the a-10

Subject: boats
Posted by bloodlust on Thu, 17 Apr 2003 21:42:12 GMT
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thanks is there any thing else i should know bout scripting

Subject: boats

Posted by [REHT]Spirit on Thu, 17 Apr 2003 23:27:25 GMT
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Do you have Level Edit? This will let you make a mod allowing you to use these vehicles. RenHelp will help you in enabling a vehicle, then you can use that same stuff to enable the boat and A-10.

Subject: boats
Posted by bloodlust on Fri, 18 Apr 2003 10:58:59 GMT
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yes ok thanks

Subject: boats
Posted by maytridy on Fri, 18 Apr 2003 17:35:17 GMT
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Quote:no. give up now and do not come back.

What's up your ass?

Subject: boats
Posted by Sir Phoenixx on Fri, 18 Apr 2003 20:20:41 GMT
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maytridyQuote:no. give up now and do not come back.

What's up your ass?
What's up yours? Why don't you try quoting his entire message next time. :rolleyes:

Deafwaspno. give up now and do not come back.
I mean yes, but I dunno how.

Subject: boats
Posted by Deafwasp on Fri, 18 Apr 2003 21:11:26 GMT
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Ka-ching!

Subject: boats

Posted by [flashcar1](#) on Fri, 18 Apr 2003 21:24:10 GMT
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dont u have to put it into a notepad file and give it a special name? if you do what is it? so i can use it...

Subject: k
Posted by [ohmybad](#) on Fri, 18 Apr 2003 23:12:00 GMT
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CnC_c130drop, and yes copy it onto note pad and save it as that.

Subject: new one
Posted by [ohmybad](#) on Sat, 19 Apr 2003 14:34:30 GMT
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Try this one also works best in CnC_Islands makes bots

```
-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", ""

-1 Create_Object, 24, "X3_a10_strk1", 0, 0, 0, 0
-1 Play_Animation, 24, "X3_a10_strk1.X3_a10_strk1", 1
-1000 Destroy_Object, 24

-1 Create_Object, 25, "v_nod_cplane"
-1 Attach_To_Bone, 25, 24, "BN_a-10_000"
-600 Destroy_Object, 25

-163 Create_Real_Object, 26, "SignalFlare_Gold_Phys3", 25, "Prop04"
-1000 Destroy_Object, 26


-268 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"
-268    Attach_Script,      12, "M05_Park_Unit", 25, "Prop04"
-268    Attach_Script,      12, "M00_No_Falling_Damage_DME", 25, "Prop04"

-278 Create_Real_Object, 12, "Mutant_3boss_petrova", 25,"Prop04"
-278    Attach_Script,      12, "M05_Park_Unit", 25, "Prop04"
-278    Attach_Script,      12, "M00_No_Falling_Damage_DME", 25, "Prop04"
```

```
-272 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"
-272   Attach_Script,      12, "M05_Park_Unit", 25, "Prop04"
-272   Attach_Script,      12, "M00_No_Falling_Damage_DME", 25, "Prop04"


-288 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"
-288   Attach_Script,      12, "M05_Park_Unit", 25, "Prop04"
-288   Attach_Script,      12, "M00_No_Falling_Damage_DME", 25, "Prop04"


-282 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"
-282   Attach_Script,      12, "M05_Park_Unit""25", 25, "Prop04"
-282   Attach_Script,      12, "M00_No_Falling_Damage_DME", 25, "Prop04"



-262 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"
-262   Attach_Script,      12, "M05_Park_Unit", 25, "Prop04"
-262   Attach_Script,      12, "M00_No_Falling_Damage_DME", 25, "Prop04"


-264 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"
-264   Attach_Script,      12, "M05_Park_Unit", 25, "Prop04"
-264   Attach_Script,      12, "M00_No_Falling_Damage_DME", 25, "Prop04"

-260 Create_Real_Object, 12, "Mutant_3boss_petrova", 25, "Prop04"
-260   Attach_Script,      12, "M05_Park_Unit", 25, "Prop04"
-260   Attach_Script,      12, "M00_No_Falling_Damage_DME", 25, "Prop04"
```