
Subject: C-130 Drop Editor

Posted by [boma57](#) on Fri, 11 Jul 2003 06:32:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

The release post was here:

<http://www.n00bstories.com/renforums/viewtopic.php?t=5625>

What would you guys like to see in it?

Or do you even want to see it at all?

Subject: Re: C-130 Drop Editor

Posted by [Captkurt](#) on Fri, 11 Jul 2003 06:58:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

TaximesThe release post was here:

<http://www.n00bstories.com/renforums/viewtopic.php?t=5625>

What would you guys like to see in it?

Or do you even want to see it at all?

Cool, thanks

Subject: C-130 Drop Editor

Posted by [General Havoc](#) on Fri, 11 Jul 2003 11:46:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah i have this on my renegade tools download folder. It is quite useful for making a cnc-c130 drop script. The only thing that was a real pain was not being able to save to a non-renegade folder (i.e. desktop) and also that the program lost focus when you clicked on another program and you couldn't even ALT+TAB it back in. You had to minimise every window in front of it before you could soo it again. But it was a good program.

_General Havoc

Subject: C-130 Drop Editor

Posted by [boma57](#) on Fri, 11 Jul 2003 22:38:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah, the new version shows up in the task bar finally.

I can put a "Save As" feature in the next version, too

Subject: C-130 Drop Editor
Posted by [kawolsky](#) on Sat, 12 Jul 2003 08:21:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

TaximesYeah, the new version shows up in the task bar finally.

I can put a "Save As" feature in the next version, too

kool, your gonna make another one?
put more vehicles in it

Subject: C-130 Drop Editor
Posted by [General Havoc](#) on Sat, 12 Jul 2003 13:03:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybe add a script editor screen to so you can edit the script before you export it. This would be useful if you want to write your own script but wanted something to start from or play around with.

_General Havoc

Subject: C-130 Drop Editor
Posted by [Hossinfeffa](#) on Sun, 13 Jul 2003 21:51:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think 1 of the new vehicles should be a commache. Other than that its pretty good.

Subject: C-130 Drop Editor
Posted by [boma57](#) on Sun, 13 Jul 2003 23:23:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hossinfeffal think 1 of the new vehicles should be a commache. Other than that its pretty good.

I can make it drop, the problem is you can't pilot it without modding the game

Subject: C-130 Drop Editor
Posted by [General Havoc](#) on Sun, 13 Jul 2003 23:28:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah the best we can do it attach it to another bone but it's still not a commanche, just looks like one.

_General Havoc
