
Subject: Setting Camera ObjectPosted by [bigwig992](#) on Tue, 28 Dec 2004 04:16:07 GMT[View Forum Message](#) <> [Reply to Message](#)

Dust off old cinematics

Here's a good example.

```
;camera
```

```
-0 Create_Object, 0, "PM_Camera2", 0, 0, 0, 0
```

```
-0 Control_Camera, 0
```

```
-0 Enable_Letterbox, 1, 1
```

```
-150 Control_Camera, -1
```

```
-151 Control_Camera, 1
```

```
-600 Control_Camera, -1
```

```
-601 Control_Camera, 0
```

```
-700 Control_Camera, -1
```

```
-700 Enable_Letterbox, 0, 1
```

```
;peeps
```

```
-0 Create_Object, 1, "PM_SpawnBones", 0, 0, -1, 0
```

```
-0 Play_Animation, 1, "PM_SpawnBones.PM_SpawnBones", 0
```

```
-0 Create_Real_Object, 2, "CnC_Nod_RocketSoldier_0", 1, "spawn1"
```

```
-5 Attach_to_Bone, 2, 1, "spawn1"
```

```
-5 Play_Animation, 2, "s_a_human.h_a_a0b1", 1
```

```
-0 Create_Real_Object, 3, "CnC_Nod_FlameThrower_0", 1, "spawn2"
```

```
-15 Attach_to_Bone, 3, 1, "spawn2"
```

```
-15 Play_Animation, 3, "s_a_human.h_a_a0b1", 1
```

```
-0 Create_Real_Object, 4, "CnC_Nod_Minigunner_0", 1, "spawn3"
```

```
-15 Attach_to_Bone, 4, 1, "spawn3"
```

```
-0 Play_Animation, 4, "s_a_human.h_a_a0b1", 1
```

```
-0 Create_Real_Object, 5, "CnC_Nod_FlameThrower_1Off", 1, "spawn4"
```

```
-5 Attach_to_Bone, 5, 1, "spawn4"
```

```
-20 Play_Animation, 5, "s_a_human.h_a_a0b1", 1
```

```
-0 Create_Real_Object, 6, "Nod_Kane", 1, "spawn5"
```

```
-5 Attach_to_Bone, 6, 1, "spawn5"
```

```
-0 Play_Animation, 6, "s_a_human.h_a_a0b1", 1
```

```
;vehicle
```

```
-600 Create_Object, 7, "PM_CarBone", 0, 0, 0, 0
```

```
-600 Play_Animation, 7, "PM_CarBone.PM_CarBone", 0
```

-600 Create_Real_Object, 8, "CnC_GDI_Humm-vee", 7
-600 Attach_to_Bone, 8, 7, "Box01"
