
Subject: Multiplayer Reinforcements

Posted by [vloktboky](#) on Sat, 05 Mar 2005 18:27:32 GMT

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That soldier drop is a cinematic. The soldiers it drops are specified in the cinematic's .txt file. I have a few that still exists in my Renegade Work's folder:

x5i_troopdrop3.txt

x5i_troopdrop7.txt

x7d_chtroopdrop3.txt

These, as well as others that most likely exists right next to them, are all found in your always.ddb file.

You can kill a cinematic. All you have to do is destroy the object it is attached to. If you place a Dave's Arrow in your map, attach the cinematic to it using the Test_Cinematic script (or something similar to that), then just destroy the Dave's Arrow at the end of your cinematic using the Dave's Arrow's ID, in theory. I'm not fluent in cinematic scripting.
