
Subject: Cinematic script questions

Posted by [\[REHT\]Spirit](#) on Thu, 24 Apr 2003 23:23:51 GMT

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If you can, dl XCC Mixer or RenegadeEx. These look into .mix and .dat files for Renegade. This will let you see the text files WS used in their SP missions.

Also, more often then not, animations from a differant model can be used on other models, ie, you can have an A-10 play the C-130's drop off animation. Just switch the model or preset name to the A-10's.

Here's some animations I've just scrapped up:

V_NOD_cargop_sm.M_cargo-drop_sm

X1B_missiles.X1B_missiles

V_GDI_GBoat.X1B_Gunboat

X1B_GBoat_Sink.X1B_GBoat_Sink

V_GDI_orca.X1B_orca_02

X1B_explosions.X1B_explosions

v_nod_heli.X1B_SakuraHeli

X1B_Apache_5x.X1B_Apache_5x

V_Nod_apache.V_Nod_apache

XG_TransprtBone.XG_HD_TTraj

v_GDI_trnspt.XG_HD_Transport

XG_HD_Harness.XG_HD_Harness
