
Subject: Scripts

Posted by [Dante](#) on Fri, 09 May 2003 20:56:24 GMT

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i still don't see the draw to c130 drop cinematics that only drop on Nod side...

it is possible to drop on both sides when the c130 comes in, yet i always see them so one sided...

try more original ideas like this

```
;
;
; Available Cinematic Script Commands
;
; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation
; id can be -1 to mean do not store this object, and do not destroy
; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump"
;
; time/frame Destroy_Object, id (slot)
; 0 Destroy_Object, 0
;
; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name
; 0 Play_Animation, 0, "Human.Jump", false
;
; time/frame Control_Camera, id ( slot )
; use id -1 for disabling control;
; note this will also disable star control and disbale the hud
; 0 Control_Camera, 0
;
;
;_____
```

```
.***** CHEAT SHEET *****
;
```

```
;Start frame create_object slot number model x,y,z,facing animation name( model*hierarchy*.anim
)
;Start frame Play_Animation slot number anim name ( model*hierarchy*.anim ) looping Sub
Object
;Start frame Play_Audio wave filename slot number bone name
; * no slot # / bone name = 2D Audio
;0= NO LOOP ( kills object when finshed ) 1= LOOP
```

```
. ***** camera
;
-0 Enable_Letterbox, 1, 1
-0 Create_Object, 0, "X3D_Tester"
-0 Play_Animation, 0, "X3D_Tester.X3D_Tester", 1
-0 Control_Camera, 0
```

-0 Set_Screen_Fade_Color, 0,0,0,0
-0 Set_Screen_Fade_Opacity, 1,0
-0 Set_Screen_Fade_Opacity, 0,2
-950 Set_Screen_Fade_Opacity, 0,1.5
-1100 Set_Screen_Fade_Opacity, 0,0
-1001 Control_Camera, -1
-1001 Destroy_Object, 0
-1001 Enable_Letterbox, 0, 1

; ***** Drop Off Guy
;
; ***** Path

-351 Create_Object, 2, "X5D_Chinookfly", 0, 0, 0, 0
-351 Play_Animation, 2, "X5D_Chinookfly.X5D_Chinookfly", 1
-630 Destroy_Object, 2

; ***** Nod Chinook

-351 Create_Real_Object, 1, "Nod_Transport_Helicopter", 2, "BN_chinook_1"
-351 Attach_Script, 1, "M07_Disable_Hibernation", "1"
-351 Play_Animation, 1, "v_Nod_Trnspt.v_Nod_Trnspt", 1
-351 Attach_To_Bone, 1, 2, "BN_chinook_1"
-630 Destroy_Object, 1

; ***** Parachute_2

-529 Create_Object, 4, "X5D_Parachute", 0, 0, 0, 0
-529 Play_Animation, 4, "X5D_Parachute.X5D_ParaC_2", 1
-620 Destroy_Object, 4

; ***** Box 2

-505 Create_Object, 7, "X5D_Box02", 0, 0, 0, 0
-505 Play_Animation, 7, "X5D_Box02.X5D_Box02", 1
-620 Destroy_Object, 7

; ***** Troop 1

-515 Create_Real_Object, 10, "Nod_MiniGunner_1Off", 7, "Box02"
-515 Attach_Script, 10, "M00_No_Falling_Damage_DME", ""
-515 Attach_To_Bone, 10, 7, "Box02"
-515 Play_Animation, 10, "H_A_X5D_ParaT_2", 0
-615 Attach_To_Bone, 10, -1, "Box02"
-700 Play_Animation, 10, "H_A_PUNCHCOMBO", 0
-791 Play_Animation, 10, "H_A_CRESENTKICK", 0
-825 Play_Animation, 10, "H_A_PUNCHCOMBO", 0
;-900 Play_Animation, 10, "H_A_SIDEKICK", 0

;-915 Play_Animation, 10, "H_A_PUNCHCOMBO", 0

-1001 Attach_Scripts, 10, "M00_Base_Defense", "0,300,2"

. ***** sounds

-0 Play_Audio, "OnYourFeet"

stuff like this is more useful, than spawning 900 bots in a Nod base[/quote]
