Subject: Scripts
Posted by Dante on Sat, 10 May 2003 06:00:15 GMT

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bigwig992Hm. The only thing I don't understand is how the camera moves around during the cinematic, how do you control where and how the camera moves?

Also, this is what I have so far. I don't have commando onthis computer, so I'm missing a lot of extra things I could add in.


```
*****************Camera
-0 Enable_Letterbox, 1 1
-0 Control_Camera, 0
-0 Set_Screen_Fade_Color, 0, 0, 0, 0
-0 Set_Screen_Fade_Opacity, 1, 0
-2 Set_Screen_Fade_Opacity, 0, 0
-65 Set_Screen_Fade_Opacity, 0, 2
-72 Set_Screen_Fade_Opacity, 0, 0
-72 Set_Screen_Fade_Opacity, 0, 0
-72 Control_Camera, -1
-72 Enable_Letterbox, 0, 1
*****************Animation
-0 Create_Object, 1, "flying_bone", 0, 0, 20
-0 Play_Animation, 1, "flying_animation"
*****************A-10
-0 Create_Object, 2, "GDI_A10_Flyover", 0, 0, 20
-0 Attach_to_Bone, 2, 1, "Box01"
-71 Destory_Object, 2
*****************Pilot Eject
-30 Create_Real_Object, 3, "AI_GDI_RocketLancher", 1, "Box01"
-30 Create_Object, 4, "eject_stationary"
-30 Attach_to_Bone, 4, 1, "Box01"
-30 Attach_to_Bone, 3, 4, "eject"
-30 Attach_Script, 3, "M00_Base_Defense", "0,300,2"
-40 Play_Animation, 4, "eject_bone"
-50 Attach_to_Bone, 3, -2, "eject"
*****************Sounds
-0 Play_Audio
```


ok, #1, CRIMMY PLEASE CHANGE THE CODE WINDOW COLOR!!!! that green on green sucks ass

next, i assume the following after looking at this script...
#1, you want a stationary camera
#2, you have the following w3d's

flying_bone.w3d (next play_animation line needs to be flying_bone.flying_animation btw) with the flying_animation named properly inside it
GDI_A10_Flyover.w3d
eject_stationary.w3d (and again, eject_stationary.eject_bone for the play_animation) and an animation inside that w3d named eject_bone and a bone named eject
#3, you have created a new preset named AI_GDI_RocketLancher in LE
#4, that your entire script is only 72 frames (that is REALLY short cinematic, as it is frames, and most people get about 30-60 frames per second in Ren)

now, other than the two play_animation problems stated above, you need to correct the following.
#1, you need a sound to play for the Play_Sound else it will crash Ren
#2, -50 Attach_to_Bone, 3, -2, "eject" -2 is not an option for attach_to_bone
#3, -72 Set_Screen_Fade_Opacity, 0, 0
-72 Set_Screen_Fade_Opacity, 0, 0
is pointless, you are doing the same thing twice

ok, now, in order to move the camera during the animation you must create a w3d for the camera path.