
Subject: Scripts

Posted by [bigwig992](#) on Sat, 10 May 2003 21:52:43 GMT

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Grrr. I tryed my script in Ren but it just crashes. I set up my script as a poke and play and I put it in my editor cache. For location I put myfilename.txt

Here's my script. Can anyone pick out the problem?

*****Camera

```
-0 Enable_Letterbox, 1 1
-0 Create_Object, 0, "camera", 0, 0, 50
-0 Play_Animation, 0, "camera.camera", 0
-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
-290 Set_Screen_Fade_Opacity, 0, 2
-319 Set_Screen_Fade_Opacity, 0, 0
-319 Control_Camera, -1
-319 Enable_Letterbox, 0, 1
-319 Destroy_Object, 0
```

*****Animation

```
-0 Create_Object, 1, "fly_bone"
-0 Play_Animation, 1, "fly_bone.fly_bone"
-305 Destroy_Object, 1
```

*****A-10

```
-0 Create_Object, 2, "GDI_A10_Flyover", 0, 0, 50
-0 Attach_to_Bone, 2, 1, "Box01"
-301 Destroy_Object, 2
```

*****Pilot Eject

```
-248 Create_Real_Object, 3, "GDI_Grenader_0", 1, "Box01"
-248 Create_Object, 4, "eject_bone"
-248 Attach_to_Bone, 4, 1, "Box01"
-248 Attach_to_Bone, 3, 4, "eject"
-248 Attach_Script, 3, "M00_Base_Defense", "0,300,2"
-248 Attach_Script, 3, "
-250 Play_Animation, 4, "eject_bone.eject_bone"
-260 Attach_to_Bone, 3, -1, "eject"
-270 Destroy_Object, 4
```

*****Sounds

```
-0 Play_Audio, 2, "gdi_A10_Idle_01"
-0 Play_Audio, 0, "Music_Level_x0_Tank"
-240 Play_Audio, 2, "mayday"
```