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Subject: Re: Question:

Posted by [reborn](#) on Tue, 06 Jun 2006 06:45:47 GMT

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1) test\_cinematic and then define your own cinematic.txt file, then write your cinematic and put it in the data folder.

2) In the scripts.dll set a float value for the GDI turrets if you want them to spawn more above the ground. This means you don't have to play in renx and it's all done serverside.

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