
Subject: Re: Cinematic Help

Posted by [Gen_Blacky](#) on Fri, 15 Sep 2006 22:37:06 GMT

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and here my updated ciny

```
-1 Create_Object, 1, "XG_TransprtBone", 0, 0, 0, 0
-1 Play_Animation, 1, "XG_TransprtBone.XG_HD_TTraj", 1
```

```
; ***** Transport
```

```
-1 Create_Real_Object, 2, "CnC_GDI_Transport", 1, "BN_Trajectory"
-1 Attach_Script, 2, "KAK_Prevent_Destruction_Until_Entered"
-1 Set_Primary, 2
-1 Attach_to_Bone, 2, 1, "BN_Trajectory"
-1 Play_Animation, 2, "v_GDI_trnspt.XG_HD_Transport", 1
-700 destroy_object, 2
```

```
; ***** Trajectory A10
```

```
-1 Create_Object, 3, "XG_HD_HTraj", 0, 0, 0, 0
-1 Play_Animation, 3, "XG_HD_HTraj.XG_HD_HTraj", 1
```

```
; ***** A10
```

```
-1 Create_Real_Object, 4, "A10", 3, "BN_Trajectory"
-1 Attach_Script, 4, "M02_Player_Vehicle", "0"
-1 Attach_Script, 4, "KAK_Prevent_Destruction_Until_Entered"
-1 Attach_to_Bone, 4, 3, "BN_Trajectory"
-437 Attach_to_Bone, 4, -1, "BN_Trajectory"
-437 Move_Slot, 7, 4
```

```
; ***** Harness
```

```
-1 Create_Object, 6, "XG_HD_Harness", 0, 0, 0, 0
-1 Play_Animation, 6, "XG_HD_Harness.XG_HD_Harness", 0
```

```
; ***** SigFlare
```

```
-1 Create_Real_Object, 8, "SignalFlare_Gold_Phys3"
-437 Destroy_Object, 8
```

```
; ***** Primary Destroyed
```

```
1000000 Destroy_Object, 1
1000000 Destroy_Object, 2
```

1000000 Destroy_Object, 3
1000000 Destroy_Object, 4
1000000 Destroy_Object, 5
1000000 Destroy_Object, 6
