Subject: Re: questiong about renegade level edit
Posted by Jerad2142 on Wed, 07 Mar 2007 02:39:13 GMT

First you need JFW's scripts in you mod's folder, in a folder called scripts.
Second you need the name of the cinematic you want to use (.txt is required).
Third the "Test_Cinematic" script will activate automatically when the object it is attached to is created.

Fourth just call me Jerad (I have yet to see another Jerad in Renegade Public Forums).

File Attachments
1) picture.png, downloaded 237 times

XCC Mixer 1.42

File   Conversion   View   Internet   Launch

Name	Type
comanche_5.txt	text
credits.txt	text
dazzle.ini	text
default_input.cfg	text
explosion.ini	text
flyover.txt	text
game.ini	text
gamemodes.txt	text
gang.ini	text
input.ini	text
m05_xg_vehicledrop2.txt	text
m05_xg_vehicledrop3.txt	text
m05_xg_vehicledrop4.txt	text
m05_xg_vehicledrop5.txt	text
m05_xg_vehicledrop6.txt	text
m06_xg_ev2_1.txt	text
m06_xg_ev4.txt	text
m06_xg_ev4_1.txt	text
m07_xg_ev3_1.txt	text
m07_xg_vehicledrop1.txt	text
m07_xg_vehicledrop2.txt	text
m07_xg_vehicledrop3.txt	text
m07_xg_vehicledrop4.txt	text
m08_xg_vehicledrop1.txt	text
m10_gdi_drop_hummvee.txt	text
m10_x3i_gdi_troopdrop1.txt	text
m10_xg_vehicledrop1.txt	text
m10_xg_vehicledrop2.txt	text
menu.ini	text
mx0_gdi_reinforce_area4.txt	text
mx0_gdi_troopdrop_area4.txt	text
orca_1.txt	text
orca_2.txt	text
orca_3.txt	text
orca_4.txt	text
orca_5.txt	text
orca_6.txt	text
phrases.ini	text
speech.ini	text
stylemgr.ini	text
surfaceeffects.ini	text
vehicles.ini	text
w3danimsound.ini	text
weapons.ini	text
x01d_c130troopdrop.txt	text
x0i_drop02.txt	text

```
-401     Create_Real_Object, 5, "MX0_Area4_GDI_Reinforcement", 2,
-401     Attach_Script,          5, "MX0_GDI_Soldier_DLS", "1500.
-401     Attach_Script,          5, "MX0_GDI_Killed_DLS", "3"
-401     Play_Animation,      5, "S_A_Human.H_A_TroopDrop", 0
-401     Attach_to_Bone,      5,4,"Troop_L"
-490     Attach_to_Bone,      5,-1,"Troop_L"


; **************************** Troop Bone

-489     Create_Object,       6, "XG_RT_TroopBone",          0,
-489     Play_Animation,      6, "XG_RT_TroopBone.XG_RT_TroopBone
-579     destroy_object,      6


; **************************** Character

-489     Create_Real_Object, 7, "MX0_Area4_GDI_Reinforcement", 2,
-489     Attach_Script,          7, "MX0_GDI_Soldier_DLS", "1500.
-489     Attach_Script,          7, "MX0_GDI_Killed_DLS", "3"
-489     Play_Animation,      7, "S_A_Human.H_A_TroopDrop", 0
-489     Attach_to_Bone,      7,6,"Troop_L"
-579     Attach_to_Bone,      7, -1,"Troop_L"


; **************************** Air Turbulence

-401     Create_Object,       8, "XG_AG_RT_BnAir",           0,
-581     destroy_object,      8


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

1000000 Destroy_Object, 1
1000000 Destroy_Object, 2
1000000 Destroy_Object, 3
1000000 Destroy_Object, 4
1000000 Destroy_Object, 6
1000000 Destroy_Object, 8
1000000 Destroy_Object, 9
1000000 Destroy_Object, 10
1000000 Destroy_Object, 11
1000000 Destroy_Object, 12
```

Ready

Start | Command and Conquer: ... | Data | XCC Mixer 1.42