
Subject: HELP! - Cinematics - Play an Animation for Players Vehicle?

Posted by [WNxCABAL](#) on Sat, 24 Mar 2007 23:26:00 GMT

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Hello,

So basically I would like to create a cinematic script which performs the following:

- Start Sequence
- Player (In Vehicle) enters a Script Zone with JFW_Zone_Play_Cinematic attached initiating cinematic script txt file and plays at a specific location.
- The Vehicle then attaches itself to an Animated Bone of another w3d file and Plays the Animation.
- This would then cause the vehicle to do a sort of action (Player still driver) which is determined by the bone and lands at a different, specific location.
- The Vehicle (Player still driver) should still be drivable.
- End Sequence

Now, I've just started learning cinematics and sort of know how to do this for a Create_Real_Object, however I just cannot figure how to do this for the vehicle the player is driving.

Here's what I have so far which spawns a Med Tank, sends it flying in the air (following the bone animation), animation ends within air which causes the Tank to fall to the ground.

```
-0 Create_Object, 1, "B_Flipper"  
-0 Create_Real_Object, 2, "CnC_GDI_Medium_Tank"  
  
-0 Play_Animation, 1, "b_Flipper.b_Flipper", 0  
  
-0 Attach_to_Bone, 2,1,"bone_flipper"  
-15 Attach_to_Bone, 2,-1,"bone_flipper"  
  
-20 destroy_object, 1
```

Any help is much appreciated!

Cheers,

Andy
