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Subject: Re: HELP! - Cinematics - Play an Animation for Players Vehicle?  
Posted by [WNxCABAL](#) on Sun, 25 Mar 2007 11:33:30 GMT

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Jerad Gray wrote on Sun, 25 March 2007 05:01 From my experience you can not attach none cinematic objects (objects that are not created in the cinematic) the only why you really could do it is through scripting (like the carryall script). If you know how to script that is the way to go if you do not, I can create the script for you and it will be released in scripts 3.2 (if you can get me all the details of how it should work in time).

Thanks for the reply.

If you would like to a create a script which attaches a players vehicle to an animated bone, go for it, I'm sure it will come useful to myself at a later time or for somebody else.

I have however been looking into alternate ways of giving a similar effect with existing scripts. JFW\_Bounce\_Zone\_Entry\_All\_Directions sends the vehicle flying in the air at a designated location to which is what the bone sort of did.

Basically what I am doing is creating a map modification (mix, not pkg) which will act like a Robot Wars / Battlebots style of gameplay. On BBC's/CH5's Robot Wars, they had all kinds of arena features, such as flame pit, House Robots, Drop Zone, The Pit, Chop Saws and The Arena Flipper. So on the TV show, the contestant would accidentally drive/be pushed onto this and the flipper would send anything on it, flying in the air, which I'm trying to re-create in Renegade.

I will be re-creating alot of the robots to be used in game, it should be fun!

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