
Subject: Re: cnc_c130drop.txt
Posted by [Jerad2142](#) on Sat, 16 Jun 2007 16:57:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

I remember those days when I use to mess around with the Renegade text cinematics, which eventually led to the simple movies I make for Renhalo. Like so:

```
;
;
; Available Cinematic Script Commands
;
; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation
; id can be -1 to mean do not store this object, and do not destroy
; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump"
;
; time/frame Destroy_Object, id (slot)
; 0 Destroy_Object, 0
;
; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name
; 0 Play_Animation, 0, "Human.Jump", false
;
; time/frame Control_Camera, id ( slot )
; use id -1 for disabling control;
; note this will also disable star control and disbale the hud
; 0 Control_Camera, 0
;
;
;_____
```

```
.***** CHEAT SHEET *****
```

```
;Start frame create_object slot number model x,y,z,facing animation name( model*hierarchy*.anim )
;Start frame Play_Animation slot number anim name ( model*hierarchy*.anim ) looping Sub Object
;Start frame Play_Audio wave filename slot number bone name
; * no slot # / bone name = 2D Audio
;0= NO LOOP ( kills object when finshed ) 1= LOOP
;Start_Frame sniper_control 0=off, 1=on 0-1.0 for zoom amount
```

```
; 300 = 10 seconds
```

```
.***** Level 8b movie end S.O. *****
```

```
. ***** camera and music control system
-1 Create_Object, 0, "level8bcamera2", 0, 0, 0, 0,
-1 Play_Animation, 0, "level8bcamera2.level8bcamera2", 0
-1 Attach_Script, 0, "JFW_Stop_Background_Music_On_Custom", "299"
-1 Attach_Script, 0, "JFW_Set_Background_Music_On_Custom", "199,13Music.mp3"
-1 Attach_Script, 0, "JFW_Timer_Custom", "0.00,345,0,100334,299,1"
```

-900 Attach_Script, 0, "JFW_Timer_Custom", "0.00,345,0,100334,199,1"
-1 Control_Camera, 0
-2080 Control_Camera, -1
-2100 destroy_object, 0

. ***** Cinematic Screen Effects *****
,

-1 Enable_Letterbox, 1, 1
-1 Set_Screen_Fade_Color, 0,0,0,0
-1 Set_Screen_Fade_Opacity, 1,0
-1 Set_Screen_Fade_Opacity, 0,2
-2025 Set_Screen_Fade_Color, 0,0,0,0
-2025 Set_Screen_Fade_Opacity, 1,1
-2080 Set_Screen_Fade_Opacity, 0,0
-2025 Enable_Letterbox, 0, 1

. ***** Screen Flash Green then fade out *****
,

-800 Set_Screen_Fade_Color, 0,1,0,0
-800 Set_Screen_Fade_Opacity, 1.00
-900 Set_Screen_Fade_Opacity, 1.00
-901 Set_Screen_Fade_Opacity, 0.99
-902 Set_Screen_Fade_Opacity, 0.98
-903 Set_Screen_Fade_Opacity, 0.97
-904 Set_Screen_Fade_Opacity, 0.96
-905 Set_Screen_Fade_Opacity, 0.95
-906 Set_Screen_Fade_Opacity, 0.94
-907 Set_Screen_Fade_Opacity, 0.93
-908 Set_Screen_Fade_Opacity, 0.92
-909 Set_Screen_Fade_Opacity, 0.91
-910 Set_Screen_Fade_Opacity, 0.90
-911 Set_Screen_Fade_Opacity, 0.89
-912 Set_Screen_Fade_Opacity, 0.88
-913 Set_Screen_Fade_Opacity, 0.87
-914 Set_Screen_Fade_Opacity, 0.86
-915 Set_Screen_Fade_Opacity, 0.85
-916 Set_Screen_Fade_Opacity, 0.84
-917 Set_Screen_Fade_Opacity, 0.83
-918 Set_Screen_Fade_Opacity, 0.82
-919 Set_Screen_Fade_Opacity, 0.81
-920 Set_Screen_Fade_Opacity, 0.80
-921 Set_Screen_Fade_Opacity, 0.79
-922 Set_Screen_Fade_Opacity, 0.78
-923 Set_Screen_Fade_Opacity, 0.77
-924 Set_Screen_Fade_Opacity, 0.76
-925 Set_Screen_Fade_Opacity, 0.75
-926 Set_Screen_Fade_Opacity, 0.74
-927 Set_Screen_Fade_Opacity, 0.73
-928 Set_Screen_Fade_Opacity, 0.72

-929 Set_Screen_Fade_Opacity, 0.71
-930 Set_Screen_Fade_Opacity, 0.70
-931 Set_Screen_Fade_Opacity, 0.69
-932 Set_Screen_Fade_Opacity, 0.68
-933 Set_Screen_Fade_Opacity, 0.67
-934 Set_Screen_Fade_Opacity, 0.66
-935 Set_Screen_Fade_Opacity, 0.65
-936 Set_Screen_Fade_Opacity, 0.64
-937 Set_Screen_Fade_Opacity, 0.63
-938 Set_Screen_Fade_Opacity, 0.62
-939 Set_Screen_Fade_Opacity, 0.61
-940 Set_Screen_Fade_Opacity, 0.60
-941 Set_Screen_Fade_Opacity, 0.59
-942 Set_Screen_Fade_Opacity, 0.58
-943 Set_Screen_Fade_Opacity, 0.57
-944 Set_Screen_Fade_Opacity, 0.56
-945 Set_Screen_Fade_Opacity, 0.55
-946 Set_Screen_Fade_Opacity, 0.54
-947 Set_Screen_Fade_Opacity, 0.53
-948 Set_Screen_Fade_Opacity, 0.52
-949 Set_Screen_Fade_Opacity, 0.51
-950 Set_Screen_Fade_Opacity, 0.50
-951 Set_Screen_Fade_Opacity, 0.49
-952 Set_Screen_Fade_Opacity, 0.48
-953 Set_Screen_Fade_Opacity, 0.47
-954 Set_Screen_Fade_Opacity, 0.46
-955 Set_Screen_Fade_Opacity, 0.45
-956 Set_Screen_Fade_Opacity, 0.44
-957 Set_Screen_Fade_Opacity, 0.43
-958 Set_Screen_Fade_Opacity, 0.42
-959 Set_Screen_Fade_Opacity, 0.41
-960 Set_Screen_Fade_Opacity, 0.40
-961 Set_Screen_Fade_Opacity, 0.39
-962 Set_Screen_Fade_Opacity, 0.38
-963 Set_Screen_Fade_Opacity, 0.37
-964 Set_Screen_Fade_Opacity, 0.36
-965 Set_Screen_Fade_Opacity, 0.35
-966 Set_Screen_Fade_Opacity, 0.34
-967 Set_Screen_Fade_Opacity, 0.33
-968 Set_Screen_Fade_Opacity, 0.32
-969 Set_Screen_Fade_Opacity, 0.31
-970 Set_Screen_Fade_Opacity, 0.30
-971 Set_Screen_Fade_Opacity, 0.29
-972 Set_Screen_Fade_Opacity, 0.28
-973 Set_Screen_Fade_Opacity, 0.27
-974 Set_Screen_Fade_Opacity, 0.26
-975 Set_Screen_Fade_Opacity, 0.25
-976 Set_Screen_Fade_Opacity, 0.24

-977 Set_Screen_Fade_Opacity, 0.23
-978 Set_Screen_Fade_Opacity, 0.22
-979 Set_Screen_Fade_Opacity, 0.21
-980 Set_Screen_Fade_Opacity, 0.20
-981 Set_Screen_Fade_Opacity, 0.19
-982 Set_Screen_Fade_Opacity, 0.18
-983 Set_Screen_Fade_Opacity, 0.17
-984 Set_Screen_Fade_Opacity, 0.16
-985 Set_Screen_Fade_Opacity, 0.15
-986 Set_Screen_Fade_Opacity, 0.14
-987 Set_Screen_Fade_Opacity, 0.13
-988 Set_Screen_Fade_Opacity, 0.12
-989 Set_Screen_Fade_Opacity, 0.11
-990 Set_Screen_Fade_Opacity, 0.10
-991 Set_Screen_Fade_Opacity, 0.09
-992 Set_Screen_Fade_Opacity, 0.08
-993 Set_Screen_Fade_Opacity, 0.07
-994 Set_Screen_Fade_Opacity, 0.06
-995 Set_Screen_Fade_Opacity, 0.05
-996 Set_Screen_Fade_Opacity, 0.04
-997 Set_Screen_Fade_Opacity, 0.03
-998 Set_Screen_Fade_Opacity, 0.02
-999 Set_Screen_Fade_Opacity, 0.01
-1000 Set_Screen_Fade_Opacity, 0.00
-1000 Set_Screen_Fade_Color, 0,0,0,0

. ***** Fighting sounds *****
,

-800 Play_Audio, "FRGF", 0, "camera"
-805 Play_Audio, "FRGF", 0, "camera"
-808 Play_Audio, "FRGF", 0, "camera"
-812 Play_Audio, "FRGF", 0, "camera"
-813 Play_Audio, "FRGF", 0, "camera"
-813 Play_Audio, "FRGF", 0, "camera"
-820 Play_Audio, "FRGF", 0, "camera"
-825 Play_Audio, "FRGF", 0, "camera"
-815 Play_Audio, "FRGF", 0, "camera"
-830 Play_Audio, "FRGF", 0, "camera"
-835 Play_Audio, "FRGF", 0, "camera"
-828 Play_Audio, "FRGF", 0, "camera"
-822 Play_Audio, "FRGF", 0, "camera"
-848 Play_Audio, "FRGF", 0, "camera"
-850 Play_Audio, "FRGF", 0, "camera"
-845 Play_Audio, "FRGF", 0, "camera"
-854 Play_Audio, "FRGF", 0, "camera"
-868 Play_Audio, "FRGF", 0, "camera"
-872 Play_Audio, "FRGF", 0, "camera"
-880 Play_Audio, "FRGF", 0, "camera"
-886 Play_Audio, "FRGF", 0, "camera"

```

-842 Play_Audio, "FRGF", 0, "camera"
-835 Play_Audio, "FRGF", 0, "camera"
-891 Play_Audio, "FRGF", 0, "camera"
-868 Play_Audio, "FRGF", 0, "camera"
-846 Play_Audio, "FRGF", 0, "camera"
-837 Play_Audio, "FRGF", 0, "camera"
-800 Play_Audio, "Shot_Gun_Fire_Halo_Style", 0, "camera"
-820 Play_Audio, "Shot_Gun_Fire_Halo_Style", 0, "camera"
-865 Play_Audio, "Shot_Gun_Fire_Halo_Style", 0, "camera"
-895 Play_Audio, "Shot_Gun_Fire_Halo_Style", 0, "camera"

; ***** Movie Speech *****
;
-50 Play_Audio, "Level_8b_Movie_6_Line_1", 0, "camera"
-50 Play_Audio, "Level_8b_Movie_6_Line_1_Text", 0, "camera"

-400 Play_Audio, "Level_8b_Movie_6_Line_2", 0, "camera"
-400 Play_Audio, "Level_8b_Movie_6_Line_2_Text", 0, "camera"
-400 Play_Audio, "Level_8b_Movie_6_Line_2_Text2", 0, "camera"

-250 Play_Audio, "Level_8b_Movie_6_Line_3", 0, "camera"
-250 Play_Audio, "Level_8b_Movie_6_Line_3_Text", 0, "camera"

-600 Play_Audio, "Level_8b_Movie_6_Line_4", 0, "camera"
-600 Play_Audio, "Level_8b_Movie_6_Line_4_Text", 0, "camera"

-700 Play_Audio, "Level_8b_Movie_6_Line_5", 0, "camera"
-700 Play_Audio, "Level_8b_Movie_6_Line_5_Text", 0, "camera"

-750 Play_Audio, "Level_8b_Movie_6_Line_6", 0, "camera"
-750 Play_Audio, "Level_8b_Movie_6_Line_6_Text", 0, "camera"

-770 Play_Audio, "Level_8b_Movie_6_Line_7", 0, "camera"
-770 Play_Audio, "Level_8b_Movie_6_Line_7_Text", 0, "camera"

-1360 Play_Audio, "Level_8b_Movie_6_Line_8_Text", 0, "camera"

-1720 Play_Audio, "Level_8b_Movie_6_Line_9_Text", 0, "camera"

; ***** Chief runs in *****
;
-1 Create_Real_Object, 24, "Halo_Black_Infantry_Movie", 0, "Person"
-1 Attach_to_Bone, 24, 0, "Person"
-200 destroy_object, 24
-1 Play_Animation, 24, "s_a_human.h_a_b0a1", 1

; ***** Chief dead body *****
;
-900 Create_Real_Object, 23, "Black_Dead_Male_4", 0, "Person"
-2080 destroy_object, 23

```

```
; ***** Grunts that move in on chief *****  
-200 Create_Real_Object, 25, "Black_Grunt_Movie", 0, "Grunt01"  
-200 Attach_to_Bone, 25, 0, "Grunt01"  
-600 destroy_object, 25  
-200 Play_Animation, 25, "s_a_human.h_a_b0a1", 1  
  
-200 Create_Real_Object, 26, "Black_Grunt_Movie", 0, "Grunt02"  
-200 Attach_to_Bone, 26, 0, "Grunt02"  
-600 destroy_object, 26  
-200 Play_Animation, 26, "s_a_human.h_a_b0a1", 1  
  
-200 Create_Real_Object, 27, "Black_Grunt_Movie", 0, "Grunt03"  
-200 Attach_to_Bone, 27, 0, "Grunt03"  
-600 destroy_object, 27  
-200 Play_Animation, 27, "s_a_human.h_a_b0a1", 1  
  
-200 Create_Real_Object, 28, "Black_Grunt_Movie", 0, "Grunt04"  
-200 Attach_to_Bone, 28, 0, "Grunt04"  
-600 destroy_object, 28  
-200 Play_Animation, 28, "s_a_human.h_a_b0a1", 1  
  
-200 Create_Real_Object, 29, "Black_Grunt_Movie", 0, "Grunt05"  
-200 Attach_to_Bone, 29, 0, "Grunt05"  
-600 destroy_object, 29  
-200 Play_Animation, 29, "s_a_human.h_a_b0a1", 1  
  
-200 Create_Real_Object, 30, "Black_Grunt_Movie", 0, "Grunt06"  
-200 Attach_to_Bone, 30, 0, "Grunt06"  
-600 destroy_object, 30  
-200 Play_Animation, 30, "s_a_human.h_a_b0a1", 1  
  
-200 Create_Real_Object, 31, "Black_Grunt_Movie", 0, "Grunt07"  
-200 Attach_to_Bone, 31, 0, "Grunt07"  
-600 destroy_object, 31  
-200 Play_Animation, 31, "s_a_human.h_a_b0a1", 1  
  
-200 Create_Real_Object, 32, "Black_Grunt_Movie", 0, "Grunt08"  
-200 Attach_to_Bone, 32, 0, "Grunt08"  
-600 destroy_object, 32  
-200 Play_Animation, 32, "s_a_human.h_a_b0a1", 1  
  
-200 Create_Real_Object, 33, "Black_Grunt_Movie", 0, "Grunt09"  
-200 Attach_to_Bone, 33, 0, "Grunt09"  
-600 destroy_object, 33  
-200 Play_Animation, 33, "s_a_human.h_a_b0a1", 1  
  
-200 Create_Real_Object, 34, "Black_Grunt_Movie", 0, "Grunt10"  
-200 Attach_to_Bone, 34, 0, "Grunt10"
```

```

-600 destroy_object, 34
-200 Play_Animation, 34, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 35, "Black_Grunt_Movie", 0, "Grunt11"
-200 Attach_to_Bone, 35, 0, "Grunt11"
-600 destroy_object, 35
-200 Play_Animation, 35, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 36, "Black_Grunt_Movie", 0, "Grunt12"
-200 Attach_to_Bone, 36, 0, "Grunt12"
-600 destroy_object, 36
-200 Play_Animation, 36, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 37, "Black_Grunt_Movie", 0, "Grunt13"
-200 Attach_to_Bone, 37, 0, "Grunt13"
-600 destroy_object, 37
-200 Play_Animation, 37, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 38, "Black_Grunt_Movie", 0, "Grunt14"
-200 Attach_to_Bone, 38, 0, "Grunt14"
-600 destroy_object, 38
-200 Play_Animation, 38, "s_a_human.h_a_b0a1", 1

-200 Create_Real_Object, 39, "Black_Grunt_Movie", 0, "Grunt15"
-200 Attach_to_Bone, 39, 0, "Grunt15"
-600 destroy_object, 39
-200 Play_Animation, 39, "s_a_human.h_a_b0a1", 1

; ***** Cheif stops *****
-200 Create_Real_Object, 22, "Halo_Black_Infantry_Movie", 0, "Person"
-200 Attach_to_Bone, 22, 0, "Person"
-800 destroy_object, 22

; ***** Grunts that hold still *****
-600 Create_Real_Object, 2, "Black_Grunt_Movie", 0, "Grunt01"
-600 Attach_to_Bone, 2, 0, "Grunt01"
-800 destroy_object, 2

-600 Create_Real_Object, 3, "Black_Grunt_Movie", 0, "Grunt02"
-600 Attach_to_Bone, 3, 0, "Grunt02"
-800 destroy_object, 3

-600 Create_Real_Object, 4, "Black_Grunt_Movie", 0, "Grunt03"
-600 Attach_to_Bone, 4, 0, "Grunt03"
-800 destroy_object, 4

-600 Create_Real_Object, 5, "Black_Grunt_Movie", 0, "Grunt04"
-600 Attach_to_Bone, 5, 0, "Grunt04"

```

-2080 destroy_object, 5

-600 Create_Real_Object, 6, "Black_Grunt_Movie", 0, "Grunt05"
-600 Attach_to_Bone, 6, 0, "Grunt05"
-800 destroy_object, 6

-600 Create_Real_Object, 7, "Black_Grunt_Movie", 0, "Grunt06"
-600 Attach_to_Bone, 7, 0, "Grunt06"
-900 destroy_object, 7

-600 Create_Real_Object, 8, "Black_Grunt_Movie", 0, "Grunt07"
-600 Attach_to_Bone, 8, 0, "Grunt07"
-800 destroy_object, 8

-600 Create_Real_Object, 9, "Black_Grunt_Movie", 0, "Grunt08"
-600 Attach_to_Bone, 9, 0, "Grunt08"
-900 destroy_object, 9

-600 Create_Real_Object, 10, "Black_Grunt_Movie", 0, "Grunt09"
-600 Attach_to_Bone, 10, 0, "Grunt09"
-800 destroy_object, 10

-600 Create_Real_Object, 11, "Black_Grunt_Movie", 0, "Grunt10"
-600 Attach_to_Bone, 11, 0, "Grunt10"
-2080 destroy_object, 11

-600 Create_Real_Object, 12, "Black_Grunt_Movie", 0, "Grunt11"
-600 Attach_to_Bone, 12, 0, "Grunt11"
-900 destroy_object, 12

-600 Create_Real_Object, 13, "Black_Grunt_Movie", 0, "Grunt12"
-600 Attach_to_Bone, 13, 0, "Grunt12"
-800 destroy_object, 13

-600 Create_Real_Object, 14, "Black_Grunt_Movie", 0, "Grunt13"
-600 Attach_to_Bone, 14, 0, "Grunt13"
-800 destroy_object, 14

-600 Create_Real_Object, 15, "Black_Grunt_Movie", 0, "Grunt14"
-600 Attach_to_Bone, 15, 0, "Grunt14"
-2080 destroy_object, 15

-600 Create_Real_Object, 16, "Black_Grunt_Movie", 0, "Grunt15"
-600 Attach_to_Bone, 16, 0, "Grunt15"
-800 destroy_object, 16

-200 Create_Real_Object, 17, "Black_Grunt_Movie", 0, "Grunt16"
-200 Attach_to_Bone, 17, 0, "Grunt16"

-900 destroy_object, 17

-200 Create_Real_Object, 18, "Black_Grunt_Movie", 0, "Grunt17"

-200 Attach_to_Bone, 18, 0, "Grunt17"

-2080 destroy_object, 18

-200 Create_Real_Object, 19, "Black_Grunt_Movie", 0, "Grunt18"

-200 Attach_to_Bone, 19, 0, "Grunt18"

-800 destroy_object, 19

-200 Create_Real_Object, 20, "Black_Grunt_Movie", 0, "Grunt19"

-200 Attach_to_Bone, 20, 0, "Grunt19"

-2080 destroy_object, 20

-200 Create_Real_Object, 21, "Black_Grunt_Movie", 0, "Grunt20"

-200 Attach_to_Bone, 21, 0, "Grunt20"

-800 destroy_object, 21

And its just that easy to make a 1 minute and 12 second movie
