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Subject: Re: Cinematics help!

Posted by [Jerad2142](#) on Sat, 16 Jun 2007 17:14:23 GMT

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Okay, here is what you do, start up RenX and create 2 bones. Name the bones plane, and weapon, and attach the weapon bone to the plane. Then animate the plane bone to fly from -1000 X to 1000X, and 400Z to 25 Z (at zero) and the back up to 400 Z. At about animation frame 400 (oh ya make it 1000 frames long) animate the weapon bone to start dropping toward the spot 0,0,0 (the origin). Then export it. Open a text cinematic and replace the animation with the one you just made. Use create real object to create the a10 and attach it to the plane bone. Then use another create real object to attach a missile (or what ever) to the weapon bone. At animation frame 500 destroy the missile and create an explosion at its spot. And at animation frame 1000 destroy the A10.

Now if that didn't confuse the hell out of you you should be go to go. Good Luck, and go ahead and ask if you need help.

(Oh ya, rewrite beacon presets to make it so it strikes at your position, you will have to do this in level edit though).

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