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Subject: Re: Crate location and frequency  
Posted by [Khyron263](#) on Wed, 17 Feb 2010 20:03:04 GMT  
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o.k. after reading up and seeing what other people did I did this...

Quote:

```
;
;-----
;
; 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 disable 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 finished ) 1= LOOP
```

```
.***** LEVEL 3: HOVERCRAFT EXPLODE AT BEACH *****
```

```
. ***** Character Bone
```

```
-0 Create_Real_Object, 1, "Nod_Jet"
-0 Play_Animation, 1, "vf_gdi a10.vf_gdi a10", 1
```

```
; ***** Path
-0 Create_Object, 2, "X3_a10_dep1", 0, 0, 0, 0
-0 Play_Animation, 2, "X3_a10_dep1.X3_a10_dep1", 1
-0 Attach_To_Bone, 1, 2, "BN_a-10_004"

; ***** CleanUp
-400 Destroy_Object, 1
-400 Destroy_Object, 2

-900 attach_script, 1,2, "JFW_Destroy_Self_Timer","Time:10,TimerNum:100"
```

now, it worked for the NOD jets, but not the a-10s... so i went back into the code and noticed that in the NOD code it said..

Quote:

```
if(number == 5){
  Commands->Create_2D_WAV_Sound("m00itoc_010in_ners_snd.wav");
  Commands->Attach_Script(a101,"Test_Cinematic","jet_1.txt");
  Commands->Attach_Script(a101,"Test_Cinematic","jet_2.txt");
  Commands->Attach_Script(a101,"Test_Cinematic","jet_6.txt");
  Commands->Attach_Script(a101,"Test_Cinematic","jet_3.txt");
  Commands->Attach_Script(obj,"reb_Nod_Jet_strike7","");
```

and on GDI is just had this.

Quote:

```
if (number == 5){
  Commands->Create_2D_WAV_Sound("mx0_a-10_166.wav");
  Commands->Attach_Script(a101,"Test_Cinematic","a10_1.txt");
  Commands->Attach_Script(a101,"Test_Cinematic","a10_4.txt");
  Commands->Attach_Script(a101,"Test_Cinematic","a10_5.txt");
  Commands->Attach_Script(a101,"Test_Cinematic","a10_6.txt");
```

do I added this call

```
Commands->Attach_Script(obj,"reb_GDI_a10_strike7","");
```

where it belongs and now everything is working the planes make 2 passes and then go away... thanks for pointing me in the right direction

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