
Subject: Re: Help about bots ...

Posted by [Troll King](#) on Sun, 13 Jan 2013 13:45:24 GMT

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Its done via existing cinematic files.

These are plain .txt files which can be found in always.dat.

You can open it by using xcc mixer (or xxc) mixer can't remember exact name right now. Just look for .txt files in there which have numbers in it like -0 and -100. Also commands like Create_Object etc.

Those commands will be read by a file reader and it will execute whatever you wrote in it. You can even create your own cinematic files or even let them be made by a program so you can share them. (however this does not exist as far as I know but you can make it).

To make a cinematic file execute you'll have to attach the script "JFW_Cinematic" (NOTE: the object will be deleted if the cinematic is done so it's best to use a temporary object). You'll have to pass as parameters the name of your .txt file so for example:

```
Commands->Attach_Script(my temporary object,"JFW_Cinematic","z_gdi_pp1drop.txt");
```

That's it.

Also the facing of the temporary object will effect where your helicopter etc will come from.

EDIT: be aware that you don't have to put the .txt files in always.dat you can leave them in the same folder it's in.

EDIT #2: also the difference between singleplayer and multiplayer aren't that big. The only big difference is that you don't have other players in it. You also have more options to choose from scriptwise. Just think like your campaign is multiplayer and all will work the same. The only big obstacle is that you can't use chat. You have to use LE to make your level start and go from there.
