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Subject: Cinematic scripts in map

Posted by [General Havoc](#) on Fri, 10 Oct 2003 18:30:56 GMT

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You can proxy it into the level but using your animation with a text cinematic is more practical. Mainly because you can control when it's played easily such as a event like when the player gets to a specific area. Also the text cinematic allows you to run different internal animations that the pure animation proxied in wouldn't allow. Another thing you can do is add sounds and other events to the script so it works how you want it.

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