

---

Subject: Text Cinematics to change maps  
Posted by [OrcaPilot26](#) on Sun, 16 Nov 2003 19:57:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

After seeing all that can be done with the c130 drop script, I think it may be possible to use text cinematics to "customize" a map.

For example, If you make a map with base defenses, but want the people playing it to have the option of turning them off, you have a cinematic go off at the beginning of the map, it doesn't do anything, but it can be modified to destroy the base defenses.

I may do something like this with C&C Airbase that will make flyable A-10s and F-15s to appear, but only when using a certain cinematic script.

---