
Subject: scripts.dll 1.5

Posted by [jonwil](#) on Tue, 24 Feb 2004 11:05:13 GMT

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What I will do for the animations for the controllers is to allow it to be done via Cinematic Text Scripts (i.e. Test_Cinematic).

Basicly, you pass in the Cinematic Script file and the location to spawn the script (x,y,z & facing) and it plays the script. Also, it will use a feature of cinematic text scripts so that the controller building (ID to be passed into the controller script which remember is on a zone) is available as an object in the cinematic text script

Basicly, you will tell the script the ID of the building and the cinematic slot to load it into.

Then the takes the slot index and adds 10000 to it. Then, it sends it as a message to the object with Test_Cinematic attached, with the ID as the param.

Basicly, this means that e.g, the cinematic could e.g. play an animation on the building (e.g. make the iron curtain glow)
